

Advanced
Dungeons & Dragons®

Volume Two
Priest's Spell



Compendium

Priest's Spell Compendium

Accessory

Credits

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Volume Two

Garments of Elvenkind to Spiderform

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Introduction

The *Priest's Spell Compendium* continues the work of the *Wizard's Spell Compendium* series. This, the second volume, creates an alphabetical reference to priest spells of the AD&D® game system, covering the letters G through Sp. The full series covers priest spells created for the game from 1975 to 1995.

For the uninitiated, this is not a book of "real" magical spells. In a fantasy game world, characters like Merlin the Magician create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key to the game is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the ongoing plot of the game. New spells are fun, but it's even more fun figuring out unusual ways to use them.

Up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level's list of spells had to be checked. While the last volume of the series will include level lists (as well as lists by race and specialty), the most important principle of organization used in the series as a whole is alphabetical.

The material in these books is presented in the most current game format: that of the 2nd Edition rules. Some descriptions have been updated or combined with similar spell effects to eliminate duplication; some have been modified for better play, and a very few have been dropped entirely.

Generally, "granted powers" of specialty priests are beyond the scope of this series, although a few have been configured as spells. Variant magical systems, such as the kingdom-level magic of the BIRTHRIGHT setting are also beyond the scope of this book. However, the optional Sphere of War, introduced in the *TOME OF MAGIC* book (essentially a BATTLESYSTEM® rules variant) and the psionics-based spells of the Dragon-Kings of the DARK SUN setting are close enough to standard spells to be included in a special section in the final volume. Clerical cantrips, or *orisons*, will be included in the final volume as well.

About This Book

The spells listed in this book are given alphabetically. Spell names that include a name are given a primary listing under that name. For example, for Abbathor's *greed*, the primary entry is under "A."

Another reference to the main entry will be found at the second word of the spell name; in this case, the entry would read: "Greed, Abbathor's."

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *dark road* will appear before *darkbolt*. If you can't find a spell, try looking for it as a compound form.

Some spells may have the same name; or the name of a spell might have been changed. Where two spells have the same name but come from different cultures, the spell from the culture most similar to Medieval Europe is given first. Renamed spells have a short reference under the original name.

Spells associated with specific campaign worlds (other than the FORGOTTEN REALMS® and GREYHAWK® settings) are marked with a special symbol so they can be easily recognized. See page 7 for a summary of these symbols. Spells associated with a specific monster or nonhuman race (dragons, elves, and so on) are noted; the race name is separated from the spell name by a dash. Specialized priests with unique spell lists, such as the NPC *savant-cleric*, are also specially noted.

Generally, spell names and secondary game effects are *italicized*. For example, the *symbol* spell has a secondary effect called *discord*.

How to Use This Book

Each spell in this book is organized along the same general lines. Each is listed by its name, school, sphere, and a number of statistics that govern its use such as level (of power), range, casting time, and so on. The game powers of each spell are described, along with any special rules that govern its use, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. Next, the details of any reversed form the spell might have are given. Finally, a section called *Notes* has been appended to each spell; this deals with patron power, the spell's rarity, and any special restrictions on who (or what) can use it.

Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *dark fire*, a minor spell that gives heat without light, is very different from *darkfire*, an evil and powerful black flame commanded by the drow elves. Where two spells have the same name, the most general version is given first, while

variants cast by other races or found in specialized campaign settings are given later. A name marked with an asterisk (*) is a *cooperative* magic spell in which a circle of priests combines their efforts (cooperative magic is discussed in the final book).

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used in casting them. The basic schools are:

SCHOOLS OF MAGIC (PHILOSOPHY)

Abjuration: Protective, warding, or banishing magics.

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Magic that calls or brings objects or creatures from elsewhere.

Divination: Magic that uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Magic that bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Magic that channels and shapes magical energy to create an effect or object.

Necromancy: Magic that works on life energy, including the negative energy of the undead.

Sphere: Priest spells are grouped into a number of *spheres of influence*, or *spheres*. These spheres are the building blocks of a divine power's portfolio, and determine which spells are made available to priests of that faith. For the most part, the sphere assignments from the *Players Handbook* are given (the **PLAYER'S OPTION: Spells & Magic** assignments are optional.) For the purpose of this series, spheres are grouped into three categories: *Clerical Spheres*, *Druidical Spheres*, and *Specialty Spheres*. In addition, there is an *All* sphere, to which all priests have access.

Clerical Spheres are those governed by the powers of the Outer Planes. These are spheres to which the cleric class has access. In the **DARK SUN** setting, these are collectively grouped as the *Sphere of Cosmos*.

Druidical spheres are primarily those concerned with the Prime Material Plane and Elemental Planes. They are drawn upon by religions of the natural world: animism, shamanism, and druidism.

Specialty spheres include spheres created for specialty priesthoods, concerned with specialized knowledge, and are generally closed to the clerical class. Most of are introduced in the *TOME OF MAGIC* book.

Priests have either *major* or *minor* sphere access.

Major access to a sphere allows the priest to cast all spells in the sphere.

Minor access to a sphere allows the priest to cast spells of 1st to 3rd level in the sphere.

Complete lists of spells by sphere appear in the final volume of this set.

CLERICAL SPHERES

Astral spells are those that allow access to the Astral Plane, for purposes of movement and communication.

Charm spells affect attitudes and actions of people. Powers of love, trickery, or art, often grant access to this sphere. Expansive faiths deal with this sphere as well.

Combat spells are often granted by powers of war or strife. Many faiths that defend themselves by force have access to this sphere.

Creation spells can produce something from nothing, often to benefit the followers. Prime creator powers often grant access to this sphere.

Divination spells recover long-lost information or provide guidance. Most specialty priests should have at least minor access to this sphere.

Guardian spells summon an actual guardian of some sort.

Healing spells remove afflictions or heal wounds. They cannot restore life or lost limbs. Reversal of these spells is restricted to evil priests.

Necromantic spells restore destroyed life force such as life, limbs, and experience levels. Reversal of these spells is restricted to evil priests.

Protection spells that provide personal protection to the caster or creatures aided.

Summoning spells call creatures from other places or dimensions to serve the caster. This is usually risky, as the service is often against the will of such creatures.

Sun spells deal in the basic powers of the solar universe—the purity of light and its counterpart darkness.

If the **PLAYER'S OPTION: Spells & Magic** rules are being used, the *Sun* sphere shifts to the group of *Druidic Spheres*.

Clerics have major access all Clerical Spheres, and minor access to the Elemental Spheres of Earth and Water.

DRUIDIC SPHERES

Animal spells affect or alter creatures. This sphere does not include spells that affect people.

Powers of nature or husbandry often grant access to this sphere.

Elemental spells affect the four basic elements of air, earth, fire, and water. Powers of nature or powers with elemental interests typically grant access to at least part of this sphere. Few priests have access to all four elements.

Plant spells affect plants, ranging from simple agriculture (improving crop yields) to communicating with plantlike creatures. Powers of nature or agriculture often grant access to this sphere.

Weather spells enable the priest to manipulate forces of weather. Powers of nature and tempests often grant access to this sphere.

If the **PLAYER'S OPTION: Spells & Magic** rules are being used, the **Sun** sphere shifts to the group of Prime Spheres.

Druids have access to the Druidic Spheres and to the Sphere of Healing.

SPECIALTY SPHERES

In general, specialty spheres include those spheres introduced either in the *TOME OF MAGIC* or in other sources.

Chaos spells add randomness and confusion to the world around the caster. The results are unpredictable and uncertain. Powers of mischief and ill luck often grant access to this sphere.

Law spells increase order in the world around the caster. This may enhance cooperation or limit individual thought or action. Powers of community and rulership often grant access to this sphere.

Numbers spells are based on the theory that numbers and mathematical relationships provide insight into the nature of the universe. Powers of arcane lore sometimes grant access to this sphere.

Thought spells concern such abstract topics as thought, time, and boundaries. Powers concerned with the mind or knowledge often grant access to this sphere.

Time spells manipulate the effects of time on objects and creatures, as well as the passage of time itself.

Travelers spells aid and comfort the traveler, making such endeavors safer, easier, and more enjoyable. Powers that protect wayfarers often grant access to this sphere.

War spells are battlefield spells granted when large-scale battles are imminent.

Wards spells seal an area against intrusion, either by creating a barrier or forbidden zone, or by inflicting a magical effect.

Specialty priests might have access to one or more specialty spheres, in addition to certain Clerical or Druidical spheres. The DM decides the exact number and type of spheres available to a power or deity.

THE "ALL" SPHERE

This special list of spells is common to all priests. This group includes spells a priest needs to perform basic functions.

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *cure light wounds* spell which restores lost hit points, can be reversed as *cause light wounds*, which inflicts damage. Often, a reversed form of a clerical spell will be favored by evil clerics. Usually, a priest must memorize the exact form of the reversible spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 9th level (most powerful). A high priest in a major city generally has access to a 6th-level spell, a few 5th-level spells, and a number of 4th- through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. A range of "0" means the effect is centered on the caster's person or location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object, and generally on the caster as well. Unless otherwise specified, ranged spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken incantation the priest is assumed to deliver while casting. "S" is *somatic*; that is, measured and precise gestures with the hands, which the priest is assumed to make while casting. "M" is for *material*; that is, physical substances or objects that are annihilated by the spell energies in the casting process. This abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction ends the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit),

the cost is negligible and can be assumed as part of the priest's daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a full round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the spell effect might be long lasting. A duration of *permanent* means the spell energy remains as long as the effect does; this means that the spell is vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*) are altered in this series and in future listings to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight, and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to make it easy to figure out areas of effect when using maps gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically stated otherwise in the description, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw and, often, the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; "½" means that the spell inflicts damage and that a successful saving throw halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a 20-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against Enchantment/Charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws. The *DUNGEON MASTER® Guide (DMG)* has more information.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save against the attack.

Unless specifically forbidden, a character can voluntarily forego a saving throw and willingly accept the spell result. Even a character with a special resistance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he or she wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear*, *courage*, *hope*, *despair*, *joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is

effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: *common*, *uncommon*, *rare*, *very rare*, and *unique*. These are discussed in detail in the Spell Frequency section (see below). Spells of any rarity also may be restricted to certain races or specialty casters. Any notes on a spell's source or origin, such as a game world or a magazine, are given here.

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

AC: Armor Class

MV: Movement—Fl: fly

(MC) = Maneuverability Class (A to E)

HD: Hit Dice

#AT: Number of Attacks

THACO: To Hit Armor Class 0

Dmg: Damage

SA: Special Attacks

SD: Special Defenses

SW: Special Weaknesses

MR: Magic Resistance

SZ: Size

Int: Intelligence

ML: Morale

AL: Alignment

Spell Frequency

FORGOTTEN REALMS players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

Common Spell: The details and effects of a common spell are generally known, even by priests who may not have access to the spell. All spells in the *Player's Handbook* are common spells. Spells listed for the basic priest class in world-specific material (such as the DARK SUN® campaign set) are common for priests of that world, but might be rarer or even unknown elsewhere.

Player character priest of 1st level can choose 1st-level spells given in the *Player's Handbook* from allowed spheres. Any limitation on spell selection—such as those for specialty priesthood or kit—apply even to common spells. Note also

that DMs may have their own campaign guidelines. For example, the DM might have special spell lists for each divine patron, restricting any spells not included in the specific list. A DM might rule that *named* spells (such as *Henley's disrupting digit*) are uncommon or restricted spells, as well.

Players and DMs should be aware that while the standard rule is that priests have free access to all spells on their respective lists, a more useful ruling is to use all *common* spells in *allowed spheres*. This gives the maximum ability to the DM to reward players occasionally with new spells and to encourage magical research as a campaign activity. We highly recommend that additions to priest spell lists be allowed only through research or through the recovery of certain lost tomes.

The DM always decides whether a priesthood is allowed a spell if there is any question.

Uncommon Spell: Priest spells found in the *Tome of Magic* and *PO: Spells & Magic* fall into this category. These spells are less well known, but not restricted to a race or special group like, for example, druids, dragons, or the Emerald Enclave. A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Clerics can research uncommon spells using the normal research rules.

Generally, a player character will not start with an uncommon spell or learn it in the course of normal level advancement (unless a divine patron allows it). Such spells enter play when found on a magical scroll or in a special book, or when developed as a result of spell research. In the average AD&D campaign, finding a new common or uncommon spell is a little more common than a fighter class character finding a *longsword +1*. Some uncommon spells may be restricted (see *Restricted Spells*).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. Besides spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Thornwater Circle, the spells from the *Complete Necromancer's Handbook*, or spells of a defiler priest who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see *Restricted Spells*).

A specialty priest treats the spells allowed by the specialty as common.

Player characters have access to rare magics only as a result of campaign-specific conditions. Priest research of rare magics has a base -15% penalty to the research success rolls, unless the character has access to some sort of knowledge or resource that would offset this. Of course, a spell not pleasing to the divine patron will not be granted at all.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human priest's reward for an adventure on behalf of the elves is elven lore (a race-specific spell), the DM may choose to waive some or all of the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant, should be classified as very rare. Spells newly introduced in *Prayers From the Faithful* fall into this category as well (this makes those special tomes a treat to find). The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells are also restricted (see Restricted Spells).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At the DM's option, the standard research success chances may be halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonpriests. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common, either within a specific sect or generally.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th

spell level or higher; the creator is nearly always of 12th level or higher. Such spells are marked with a *double dagger* (††).

There are fewer priest than wizard spells of this type, since a patron deity is more likely to grant or withhold spells of this type directly.

The acquisition of a unique spell, or the creation of one by a player character, is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the opening of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no 2nd Edition detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the cleric class), and to all other priests except those specifically allowed in the spell description or by the DM. Optionally, an independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Optional Priest Magic: In addition to normal priest spells, three other types of priest magic are optional.

Quest spells are special campaign-affecting spells occasionally made available to priests of at least 10th level and possessing a Wisdom ability score of at least 17. Quest spells are located in a special appendix in the final book.

Faith Magic involves the harnessing of the devotional power of priests and worshipers to amplify the effect of certain spells. A discussion of faith magic is found in the final book.

Cooperative Magic involves the linking of two or more priests who are of the same *ethos* (the Law-Neutral-Chaos axis) in order to increase the effectiveness of a joint spellcasting. A more complete discussion appears in the final book.

A Guide to Spell Icons



AL-QADIM®
Arabian Setting



BIRTHRIGHT®
Setting of Kings



DARK SUN
Psionic World Setting



DRAGONLANCE®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



PLANESCAPE®
Other Planes¹
Setting



RAVENLOFT®
Gothic Fantasy Setting



RED STEEL®
Swashbuckling
Fantasy Setting



Savage Lands¹ Setting



SPELLJAMMER®
Fantasy Space Setting

¹ Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS, GREYHAWK, DRAGONLANCE, and MYSTARA settings is based on *air*, *earth*, *fire*, and *water*. This varies in other settings: In the oriental setting, *air*, *earth*, *fire*, and *water* are joined by a fifth element, *wood*, and priests are called *shukenja*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame*, *Sand*, *Sea*, and *Wind*. In the Maztica setting, priest specialties are not detailed. In the sword-and-sandal DARK SUN setting, priests are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment normal magics; scions of evil bloodlines are called *awnsheglien*, and those of heroic bloodlines are called *ensheglien*. In the SPELLJAMMING setting, flying ships are propelled by spellcasters using magical power sources called *major helms* and *minor helms*. In the swashbuckling RED STEEL setting, latent magical abilities called *legacies* result in baneful mutations (the *Red Curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT setting, the *Demiplane of Dread*, gothic horror in form of Dark Lords, each a godlike power trapped in a private domain, keeps adventurers on the run, looking for a way out and making special *fear*, *horror*, and *Ravenloft powers* checks. The PLANESCAPE campaign presents new settings from the inner (Elemental) Planes to the Outer Planes, where the gods live. Casting magic here requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.

Abbreviations Referring to Source Material

PHB = ADVANCED DUNGEONS & DRAGONS Player's Handbook

DMG = ADVANCED DUNGEONS & DRAGONS DUNGEON MASTER Guide

PO:SM = PLAYER'S OPTION: Spells & Magic

ToM = Tome of Magic



Gaer, Cloak of

See cloak of Gaer.

Gargauth, Call Upon

See call upon Gargauth.

Gargauth, Mask of

See mask of Gargauth.

Garments of Elvenkind — Elf

(Enchantment/Charm)

Sphere: All

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell enables the caster temporarily to enchant a cloak, a pair of boots, and a pair of bracers so that they function as certain magical items. The cloak functions as a *cloak of elvenkind* for the duration of the spell. Similarly the boots act as *boots of elvenkind* and the bracers act as *bracers of archery* for the duration.

Once enchanted, these items can be used by anyone; however, all three must be used by the same creature. If the items are distributed among several individuals, the magic fails and is wasted. A successful *dispel magic* ends the spell.

The material components for this spell are the caster's holy symbol, three drops from a *potion of invisibility* (for the cloak), three small objects (a stone, a twig, a coin, and so on) that once carried a *silence* dweomer (for the boots), and three arrows bearing any form of magical enchantment (including an enchantment as simple as a *faith arrow* or *Nystul's magic aura*). With the exception of the holy symbol, these components are expended in the casting.

Notes: Granted by elven deities.

Gaseous Form

(Alteration, Necromancy)

Sphere: Necromantic, Elemental Air

Level: 5

Range: 0

Components: S, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to assume *gaseous form*, as the potion of the same name. In this state, the caster's body and anything carried or worn becomes a cloud of elemental vapor and essentially invisible. While in this form, the caster can escape from almost any confinement. Any small crack or hole that allows air to penetrate allows passage in gaseous form.

No form of attack or spell casting is possible while in a gaseous state, but the priest can fly near the ground at a movement rate equal to his Intelligence (Maneuverability Class B). A *gust of wind* spell or even normal strong air currents blow the caster at air speed in the direction of the gust.

In this form, the caster is all but immune to attack. Magical fire or lightning inflict normal damage, and a whirlwind inflicts double damage. The caster can return to his original form at will, but this ends the spell immediately. Otherwise, normal form is regained upon the expiration of the spell duration.

The material component is a pinch of vampire dust or a vial of air from the Elemental Plane of Air.

Notes: Granted by the god Velsharoon the Lich Lord of the FORGOTTEN REALMS setting.

Gate

(Conjuration/Summoning)

Sphere: All

Level: 7

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Special

Saving Throw: None

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he or she desires to make use of the gate and provide aid.

There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the caster, the nature of those in his or her company, and who or what opposes or

threatens the priest. The DM decides the exact result of the spell, based on the being called, the desires of the caster, and the needs of the moment. The being gated in either returns immediately or remains to take action. Casting this spell ages the priest five years.

Notes: Common for clerics (*PHB*).

The being in question might come personally (for example, a deity might appear as an avatar) or might send a lesser minion, instead.

Gate of Doom

(Conjuration/Summoning)

Sphere: Summoning

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 10 sq. ft./level

Saving Throw: None

This spell creates a wall of energy from the Negative Energy Plane that is actually a portal to that fell place. A *gate of doom* appears as a shimmering curtain of lightless black. Any mortal creature who touches a *gate of doom* suffers 2d6 points of damage and permanently loses one level of experience or Hit Dice per round of contact. Those foolish enough to pass through this curtain are instantly transported to the Negative Energy Plane, almost certainly causing their deaths, as this spell creates no portal on that side by which to return.

The spellcaster can cast this spell in any loosely rectangular configuration that does not exceed the area of effect. Once cast, the location of the *gate of doom* is fixed and cannot be moved by the priest or anyone else until the effect fades. This spell cannot be cast on any living creature. Attempting to do so causes the *gate of doom* to appear nearby in a random location.

The spell *negative plane protection* provides complete immunity to this spell while it is in effect, including preventing an individual from passing into the Negative Energy Plane. All undead creatures except mummies (or any other type of undead tied to the Positive Energy Plane) ignore this spell's effects as well.

Level-draining undead, *energy drain* spells, and *enervation* spells and similar effects and abilities cast or used within 100 yards of a *gate of*

doom always operate at twice their maximum effect.

The material components of this spell are a small stick of black charcoal, a solid black gemstone of at least 50 gp value, and the priest's holy symbol.

Notes: Granted by the demipower Jergal, Scribe of the Doomed, of the FORGOTTEN REALMS setting.

Gaunadaur, Mists of

See mists of Gaunadaur.

Gauntlet of Winds

(Alteration, Invocation/Evocation)

Sphere: Elemental Air, Weather

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 1 gauntlet

Saving Throw: None

This spell enchants a gauntlet (the Shaundakun priest's holy symbol) into a magical *gauntlet of winds*. The caster can use the gauntlet to create one of the following spell effects per round: *feather fall* (as the 1st-level wizard spell), *gust of wind* (as the 3rd-level wizard spell), *wind wall* (as the 3rd-level wizard spell), or *calm winds* (as the 4th-level priest spell). Each effect lasts one round. Each effect can be renewed or repeated the following round, or a different effect can be selected. If during any round the caster's concentration is interrupted, the spell lapses.

The material component is the priest's holy symbol, which is not consumed in the casting.

Notes: Granted by the lesser god Shaundakul of the FORGOTTEN REALMS setting.

Gembomb — Gnome

(Enchantment/Charm)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 turn

Area of Effect: 1 gem per 5 levels

Saving Throw: ½

This spell converts up to one gem per five caster levels into a grenade-like missile that can be

lobbed by the caster at an enemy target. The caster must hold the gems in his or her hand when the spell is cast. Gems enchanted by *gembomb* can be thrown only by hand (range 10/20/30). Misses use the grenade-like missile table in the *DMG* to determine the point of impact.

A *gembomb* explodes in a rainbow-colored shower of magical energy when it is thrown to impact a hard surface. It will not explode if dropped or if held temporarily in a pouch. On a direct hit a *gembomb* inflicts 1d6 points of damage per 50 gp value of the gem, to a maximum of 3d6 points of damage. Creatures not struck directly, but within 10 feet of the impact, take 1d3 points of damage per 50 gp value of the gem, to a maximum of 3d3 points of damage. Those who suffer damage from the *gembomb* are allowed a saving throw vs. spell for half damage.

Only one enchanted gem can be thrown per round. The caster cannot have more than one *gembomb* spell active at a time. Gems that have not been thrown when the spell expires disappear; all gems that explode are destroyed. The spell does not function upon artifacts.

The material components of this spell are one or more gems worth at least 50 gp.

Notes: Granted by the gnome god Garl Glittergold.

Genius

(Divination)

Sphere: Thought

Level: 4

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Caster

Saving Throw: None

This spell is similar to the 2nd-level *idea* spell, except that the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?" Speculation about the future such as "What's on the other side of the door?" will fail. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

Usually, the answer is a single word or a short phrase of no more than five words. The answer is relevant and correct, although not necessarily complete, and should not be unbalancing to the situation. The answer might be cryptic or in the form

of a riddle or rhyme, depending on the DM's assessment of the situation.

The material component is a gem of at least 50 gp value.

Notes: Common for priests with major access to the sphere of Thought (ToM).

Geyser

(Alteration)

Sphere: Elemental Water

Level: 5

Range: 120 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd.

Area of Effect: 10 × 20 ft. to 45 × 90 ft.

Saving Throw: ¼

This spell causes a geyser to erupt from the ground, shooting scalding steam and water high into the air. The geyser shoots up to a height of 20 to 90 feet instantaneously (1d8+1 × 10 feet), and continues to spout for 1 round. The area of effect is a function of the geyser's height; the scalding water falls in a circular pattern around the point of eruption, with a diameter equal to one-half the geyser's height. A creature hit by the geyser itself takes 3d12 points of damage from the scalding water, while creatures within the area of spray take 1d12 points of damage (save vs. breath weapon for half). The geyser itself is 1 to 4 feet in diameter when it erupts.

Notes: Very rare for druids. (Updated from *DRAGON* Magazine.)

Ghost Knight

(Conjuration/Summoning, Illusion/Phantasm)

Sphere: Summoning

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None

This spell brings into being the silent, floating apparition of a fully armored human. The features of this knight are completely concealed by its closed helm. Its body armor is an ornate coat-of-plates. A ghost knight can't speak or unleash magic, but it can move about and gesture as its caster wills it, and it can carry a single nonliving item (such as a sword, a scroll, a rope, or the like). The carried

item can bear an enchantment and can be something harmful that can be dropped on foes from above or activated from afar by the caster or another being.

A ghost knight always walks about (at MV 12), but it can walk on empty air at any visible altitude or in the ground or in walls so that only a part of it appears above or outside the surface. A carried item can't pass into or through such things, and is left behind if the caster directs the knight to enter or pass through solid objects.

The caster must be able to see the ghost knight in order to direct it at least once during each round of its existence or it simply stops until visual contact is reacquired. A ghost knight has no corporeal existence. It carries things by means of magical force. It cannot snatch things, stop someone from taking what it is carrying, or be struck or harmed in any way. Contact with a *dispel magic* spell and certain magical barriers, instantly destroys a *ghost knight*, causing it to wink out.)

A ghost knight can launch apparent attacks (with illusory weapons). These cause a momentary chilling sensation in any living creatures struck by the knight—such attacks inflict no damage. The ghost knight can carry a real weapon just as it might any other object, but can wield it in battle only by dropping it from above

(attempts to do this use the caster's THAC0 with a -3 penalty).

The priest casting this spell can elect to make more than one ghost knight appear. One for each level of the caster above 5th can be created, to a maximum of 20 knights. Each ghost knight can carry one item, and their movement can be coordinated: one knight can pass its item to another (who is empty-handed), and separate items can be held so as to work together (shields overlapping to form a wall, for example).

A ghost knight can counterfeit the gestures of spellcasting or aim a real magical item, but it cannot cast spells, pass on magical effects by its touch, or otherwise interact with unleashed magic.

The material component is a piece of metal armor of any size. This can be fragmentary, rusted, or damaged, but must have been worn into a battle in which at least one being died.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting.

Ghost Pipes

(Alteration, Illusion/Phantasm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 10-ft./level radius

Saving Throw: None

When this spell is cast, the caster can cause any one nonmagical musical instrument to play itself. The instrument must be whole and in playing condition. It need not be an instrument that the caster can play, but he or she must be able to softly whistle or hum the desired tune. This tune can be no more than one minute long.

Upon releasing the instrument, it glows as if lined with *faerie fire* and levitates at the level it was released. The various parts of the instrument (keys, valves, strings, and so on) move under the control of the magic. Upon reaching the end of the song, the instrument repeats the tune over and over until stopped.

The *ghost pipes* stop playing when any living creature touches the instrument. The radiance fades and the instrument slowly settles to the ground.

Notes: Granted by Finder Wyvernspur of the FORGOTTEN REALMS setting. (Some sources list this as a 3rd-level spell—it is 2nd level.)



Realmslore

This spell is the priest version of the *ghost pipes* spell from the *Libram of Lathintel*. That spell was originally created by Vangerdahast of Suzail, currently royal magician to King Azoun IV. It was made available through the Council of Mages. Royal scuttlebutt claims firmly that the august and puissant Vangerdahast is deeply embarrassed by this early attempt at spell research and would have banned it completely except that His Majesty enjoys the spell as a novelty. The throne room is often filled with an orchestra of levitating, glowing instruments.

Finder Wyvernspur learned the spell some time ago and taught it to his bardic followers because of its occasional usefulness and to gently needle Vangerdahast. He has granted this parallel version to his priesthood.

Giant Insect**(Alteration)****Reversible****Sphere: Animal****Level: 4****Range: 20 yds.****Components: V, S, M****Casting Time: 7****Duration: 2 rds./level****Area of Effect: 1 to 6 insects****Saving Throw: None**

By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects described in the *MONSTROUS MANUAL*™ tome. Only one type of insect can be altered at one time (that is, a single casting cannot affect both an ant and a fly), and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depend upon the priest's level (see table).

Priest's Level	Insect Hit Dice	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	15

For example, an 8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die.

For example, a 14th-level priest uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once per round for 6d4 points of damage.

The spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or to guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size. The number of Hit Dice affected by the priest is subtracted from the number of Hit Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level priest attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insectlike creatures.

The material component for both versions of the spell is the priest's holy symbol.

Notes: Common for druids (PHB).

Giant Spider — Drow**(Alteration)****Sphere: Animal****Level: 3****Range: 20 yds.****Components: V, S, M****Casting Time: 2 per arachnid****Duration: 3 rds. + 1 rd./level****Area of Effect: 1 arachnid/level****Saving Throw: None**

This spell enables a priest to turn one or more normal-sized arachnids into giant spiders (see the "Spider" entry in the *MONSTROUS MANUAL* tome). Only arachnids are changed; insects, crustaceans, and other similar small creatures are unaffected.

Unlike normal giant spiders, the bite of the spiders created by this spell is not a fatal poison; instead, those failing the poison save are stunned (no attacks or deliberate activities) for one round, and *slowed* for the rest of the spell duration.

Even if a spider is normally poisonous, or the arachnid is a non-spider of some sort, the spell transforms it into a giant spider as described above. The giant spiders are unable to spin webs, but can readily navigate in existing webs (even the sticky strands of *web* or *spellweb* spells).

If spellcasting is interrupted for any reason, or the spiders used already bear a magical dweomer (for example, they are other creatures polymorphed into spiders), the spell is ruined. They are freed from arachnid form by the attempt to use them in a *giant spider* spell, and the would-be caster is stunned (unable to think or act coherently) for 1 round.

The material components are the priest's holy symbol and the arachnids to be transformed. They must be alive and relatively unharmed, and their numbers limit the number of *giant spiders* a high-level priest can create.

Notes: Granted by the gods of the drow.

Giantsize — Halfling

(Alteration)

Sphere: Combat

Level: 5

Range: Touch

Components: V, S

Casting Time: 3

Duration: 9 rds. + 1 rds./level above 9th

Area of Effect: 1 halfling

Saving Throw: None

This spell makes a halfling grow to the size of hill giant and appear exactly like a hill giant; however, the halfling's Armor Class does not change. Everything the halfling wears and carries (equipment) grows proportionately. A short sword, for example, grows to the size of a bastard sword (which a giant can wield for full effect in one hand). The halfling is not disoriented by the change and can function as if the body was of normal size. The halfling's Strength becomes 19 for the duration of the spell. Only *true seeing* reveals the true race of the affected

halfling. A caster using the spell personally can end it and return to normal size and form at will; otherwise, the spell lasts for the full duration.

Notes: Granted by the halfling god Arvoreen the Defender. (Updated from *DRAGON Magazine*.)

Gift of Speech

(Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 animal

Saving Throw: None

The *gift of speech* spell grants a normal animal (or a giant version of a normal animal) the ability to speak any one of the languages the caster knows, whichever the caster chooses, along with the ability to understand words and simple concepts expressed in that language. The affected animal's reactions do not change, nor does its Intelligence increase. The spell has no effect if cast on a creature with an Intelligence score of less than 1.

The material component is the priest's holy symbol.

Notes: Common for druids; otherwise, rare.

Glass Storm

(Evocation, Summoning)

Sphere: Elemental Earth or Silt

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 30 ft. radius

Saving Throw: None



This powerful version of the *glass spray* spell not only lifts and separates tiny crystal shards from sand or silt, it creates a terrible wind to propel them. The particles whip about the storm's area leaving a circular 5-foot "eye" where the caster and companions can stand unharmed.

Missile combat is impossible in the spell's area of effect. Everyone inside the area is blinded and distracted. The storm is very rough on leather armor, flesh, and other soft targets. Any equipment composed of such material must make a

saving throw vs. normal fire or become useless. Living and undead creatures take 2d8 points of damage per round until they leave the path of the storm. A character escaping from the area is likely to be facing a randomly determined direction upon emerging from the storm (the DM determines this).

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Gloom — Sahuagin

(Alteration)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 2 rds. +1 rd./level

Area of Effect: 20-ft. radius

Saving Throw: Special

Gloom is essentially an underwater version of the *obscurement* spell, adapted for sahuagin preferences. The spell clouds the water in a 40-foot-diameter globe centered on the spell's recipient, which can be a creature, object, or point in space. Unwilling creatures receive a saving throw vs. spell to negate the effect. Placing the spell on a mobile creature or object creates a mobile effect.

Within the globe of cloudy water, visibility falls to 2d4 feet for most creatures. Sahuagin, however, can see twice as far (4d4 feet). All light sources—including magical sources such as *continual light*—dim within the area of effect. A light source's radius remains unaffected, but the light becomes highly diffused, equaling the brightness of a half moon. (A *light* or *continual light* spell cast on a creature's eyes, however, still blinds the creature if it fails its saving throw). Within the globe, all saving throws vs. light-based attacks receive a +2 bonus (this negates the sahuagin's racial penalty against light attacks). If the attack does not allow a saving throw, creatures within the globe still resist the effect on a roll of 18 or higher on 1d20; any magical saving throw adjustments still apply to the roll. Above water, this spell creates a cloud of acrid smoke. The spell's duration halves above the surface (round fractions down), and even a slight breeze disperses it in a single round.

Notes: Restricted to sahuagin; uncommon.

Gloomcloud

(Conjuration/Summoning)

Sphere: Charm

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

Usually reserved as punishment for transgressions, this spell causes a drizzling gray cloud to form over the head of a single creature. The cloud appears 4 feet above the creature's head and moves with it. The cloud is unaffected by wind or fire. The creature feels despair as if affected by the 4th-level wizard spell *emotion* unless it makes a successful saving throw vs. spell at a -2 penalty. No benefit can be gained from the *gloomcloud*'s drizzle; thirst is not quenched and fire is not put out by it.

The enchantment can be canceled by *dispel magic*. However, the creature is too dispirited to cast *dispel magic* on itself.

Those viewing the affected creature might also be affected by the dismal sight—causing them to laugh, take pity, or simply distrust the wet individual (causing a -3 penalty to reaction rolls).

The material component is a drop of dirty water.

Notes: Very rare spell. (Updated from the POLYHEDRON® Newszine.)

Glow

(Alteration)

Sphere: Sun

Level: 3

Range: 30 yds.

Components: V, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

The priest can cast this spell on any one creature. If used personally by the priest, his or her eyes project cones of light up to 15 yards with a 4-foot diameter at the base, and a +2 bonus to Charisma is gained.

Any other creature affected is caused to glow brightly, shedding radiance as a *light* spell in a 100-foot radius for the duration of the spell (an unwilling creature is allowed a saving throw vs. spell to avoid the effect).

The material component is a holy symbol.

Notes: Granted by the Pholtus of the Blinding Light of the GREYHAWK setting.

Glowglory — Dwarf

(Alteration, Invocation/Evocation)

Sphere: Combat, Creation

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 1 *glowstone* or 1 sq. ft./level of normal stone

Saving Throw: None

This spell allows priests to unleash a *beam of power* from a *glowstone* or make normal stone (in a surface area of up to 1 square foot per level of the caster) radiate a *continual light* radiance, for 1 turn per level. If the priest desires, the radiance of normal stone can be accompanied by a gentle release of heat; that is, enough to warm chilled beings to prevent frostbite, death from exposure, and to ensure comfortable sleeping and activity in exposed or icy-cold conditions.

When used on a *glowstone* touched by the caster, this magic uncashes a *beam of power*. A *beam of power* is a cutting beam of radiant force that rends stone, wood, and flesh alike. It is typically used as a weapon or as a tool to quarry stone or open passages in solid rock.

A *beam of power* inflicts as much damage to wood or stone objects as a heavy catapult hit. It deals 6d6 points of damage per contact to living things. In either case, a *beam of power* is mentally aimed with the same THACO as if the priest were attacking directly. It lashes out to its furthest extent (30 feet) in a single round, and can be directed as a continuous stream or pulsed (interrupted and resumed). In either case, other spellcasting, death, or unconsciousness on the part of the caster ends the *beam of power* and the spell instantly. *Beams of power* can be tracked in any direction while cutting or to follow a moving target (at MV 15). A *beam of power* lasts for as long as the caster concentrates, to a maximum duration of 1 round per level of the caster.

The material component is a pinch of gold- or gem-dust, which is sprinkled on the *glowstone* or surface to be affected.

Notes: Granted by the dwarven god Martham-mor Dum.

Glowstone

A *glowstone* is a magical power source used by the dwarves. When created, a *glowstone* has 1,000 charges and cannot be recharged. It is a clear, faceted, oval, as long as a man's hand, and radiates light equal to a *continual light* spell.

The stone can recharge magical items at the rate of one charge per turn. It can give an item with limited charges in a set time period (for example, a device usable twice per day) an additional use after it has been exhausted, at the cost of 7 charges and five rounds of contact with the *glowstone*. Unleashing a *beam of power* uses 20 charges per round. A fully drained *glowstone* fades silently and the stone crumbles to dust.

A *glowstone* can be destroyed by *disintegration* or by receiving a total of 66 or more points of damage in a single round. The latter method causes the stone to explode for 1d10 points of damage per charge remaining to all creatures within 30 feet (save vs. spell for half damage).

A *glowstone* attaches itself to magical items. The effect is similar to magnetism, but it can be pulled free with some effort. While attached to a charged item, the stone will not only recharge it, but any charges used are drawn from the *glowstone* instead of the item.

*It is reputed that a creature holding two *glowstones* together and transferring their energy through its body will be purified of all poisons, diseases, parasitic infestations, and foreign materials embedded in its body.

Glyph of Revealing

(Alteration, Evocation)

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 hr./level

Area of Effect: 120-ft.-diameter sphere

Saving Throw: None

To enact this magic, the priest draws a special glyph on any relatively horizontal surface (including a shield held out horizontally or the instep of a boot) with a special ink. When the *glyph of revealing* is complete, it glows and then vanishes, but it subsequently causes all dwellers within a 120-foot-diameter sphere of itself to glow with a clear white radiance the same brightness as *faerie fire*.

The outlines of magically hidden inscriptions, invisible wizard marks, magically concealed secret pages, runes, glyphs, symbols, and the like within its area of effect are clearly shown so that they can be read or identified without being triggered. The glyph of revealing can be moved without damaging it once it is complete.

The material component is an ink made of the juice of crushed eyebright, white chalk, and crushed quartz.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Glyph of Warding

(Abjuration, Evocation)

Sphere: Guardian

Level: 3

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Until discharged

Area of Effect: Special

Saving Throw: Special

A *glyph of warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet has three drawers, each can be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every five square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus a 6th level caster could place a glyph on a 6-foot \times 6-foot square, a 4-foot \times 9-foot rectangle, a 2-foot \times 18-foot band, or 1-foot \times 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs *shock* for 1d4 points of electrical damage per level of the spellcaster, *explode* for a like amount of fire damage, *paralyze*, *blind*, *deafen*, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by one-half or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find/remove traps skill.

The DM might decide that the exact glyphs available to priests depend on their religion, and might make new glyphs available according to the research rules for spells.

Notes: Common for clerics (PHB).

Glyph of Warding: Telaltha

(Abjuration, Evocation)

Sphere: Guardian

Level: 3

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Permanent until discharged

Area of Effect: Special

Saving Throw: Special

A *glyph of warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. The *glyph of warding: Telaltha*, also known as "Morningglow," is favored by priests and affiliated orders of the church of Lathander, who claim that the Morninglord taught it to them ages ago. Members of other faiths worshiping good-aligned deities can use it, however. The conditions, limitations, and material components for casting a *glyph of warding: Telaltha* are the same as for a normal *glyph of warding*.

When triggered, *Telaltha* explodes with the intense brightness of the rising sun, automatically stunning the creature that triggered it for one round. The triggering creature is also permanently blinded unless it makes a successful saving throw vs. spell. If the saving throw is successful, the blindness lasts only 1d6 turns. (Creatures employing magical darkness at the time they trigger this glyph suffer only 1d4 rounds of blindness, as darkness and the glyph negate each other—but the darkness must already be operating. No known magic can trigger and unleash darkness quickly enough to withstand *Telaltha's* effects.)



Notes: Common for priests of Lathander; otherwise, uncommon in the FORGOTTEN REALMS setting. Barred to non-good priests.

Goad of Misfortune

(Invocation/Evocation)

Sphere: Combat

Level: 6

Range: 0 or 5 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 15 rds.

Area of Effect: Creature struck or the first being to enter a 10-ft. × 10-ft. × 20-ft. area

Saving Throw: ½ or None

This spell creates a hooked metal rod 4 feet in length, similar in appearance to an elephant goad, although it has no blade or sharp point. A *goad of misfortune* functions in all respects as an iron footman's mace, except that it inflicts 4d4 points of damage per blow (save for half).

It can be set aside to free the caster's hands for doing other things (such as unrelated spellcasting), but vanishes instantly but if touched by a being other than the cater, it vanishes instantly unless the caster is also in direct contact with it.

When a *goad of misfortune* is specifically used to strike against any armor, weapon, or item (that is, if its wielder tries to harm the item and not its wearer or carrier, or if the item is successfully used to parry a *goad* attack), the item must make a successful item saving throw vs. crushing blow or be destroyed. Whenever the goad deals damage to a creature, its wielder is healed of 2 points of damage (but cannot gain extra hit points in this fashion, even temporarily).

An attack that deals damage to a being also empowers the goad to *dimension door* itself and its wielder (as the wizard spell, but with a 90-yard maximum distance and no recovery time necessary). This power vanishes if not used within 1 turn of the attack that enabled it. Successful multiple attacks can build up multiple *dimension door* trips to a maximum of three, which the caster can use later or even in succession, so long as a full turn does not elapse between the strike and teleportation.

When created, a *goad of misfortune* normally coalesces in the hand of its caster. The spell range refers to an alternative version of this spell in which the goad is rendered invisible and set above a specific spot (typically a doorway or over a chair). It hangs in midair, waiting to strike any being except the caster who enters its 10-foot by 10-foot by 20-foot high area of activation. It attacks only once, striking with the caster's THACO and dealing 4d4 points of damage (no saving throw). This form of the goad has none of the additional powers possessed by the caster-wielded form.

The material component is an iron rod of at least the length of the caster's arm and the thickness of a thumb. This rod must have been forged, shattered, and reformed. It is consumed in the casting.

Notes: Granted by the evil goddess Beshaba, Maid of Misfortune, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Golem

(Enchantment/Charm)

Sphere: Guardian

Level: 5

Range: 10 ft.

Components: V, S, M

Casting Time: 8

Duration: Special (by type)

Area of Effect: Activates 1 golem

Saving Throw: None

The golem activated by this spell must be man-shaped and approximately man-sized, although it can be as short as 3 feet or as tall as 7 feet. The priest must first personally construct the golem's

body, then place a *prayer* spell upon the construction to prepare it.

These magical constructs are collectively known as *least golems*. They have no minds, so spells such as *charm*, *fear*, *hold*, *sleep*, and the like have no effect on them. The construct has the saving throws of a priest of the creator's level. A least golem cannot speak, but can comprehend and carry out simple instructions involving no more than a dozen words. The material used and the level of the creator determines the type of golem.

The golem can be destroyed in combat. A successful *dispel magic* spell cast directly against one will deactivate it. A damaged golem can be repaired by any spell that repairs or restores objects, at the rate of 1 hit point per spell level.

At 9th or higher level, the priest can create a *straw golem*.

At 11th or higher level, the priest can create a *rope golem*.

At 13th or higher level, the priest can create a *leather golem*.

At 15th or higher level, the priest can create a *wood golem*.

A *permanency* spell used in the creation process makes the golem immune to *dispel magic*. The golem remains active until it is destroyed.

Notes: Very rare spell.

Straw Golem: AC 10; MV 12; HD 2+4; hp 20; #AT 2; Dmg 1d2/1d2; SD immune to piercing weapons, half damage from blunt weapons; SW flame inflicts double damage. Carries 30 lbs. Construction time 1 hour; Duration 1 hour per caster level.

Rope Golem AC 8; MV 9; HD 3+6; hp 30; #AT 1; Dmg 1d6 + strangulation (6 points per round after a hit until destroyed or caused to release its grip); SD immune to blunt weapons, half damage from piercing weapons. Carries 40 lbs. Construction time 3 hours; Duration 3 hours per caster level.

Leather Golem: AC 6; MV 6; HD 4+8; hp 40; #AT 2; D 1d6/1d6; SD +1 or better magical weapons to hit, half damage from blunt weapons. Carries 50 lbs. Construction time 9 hours; Duration 6 hours per caster level.

Wood Golem: AC 4; MV 3; HD 5+10; hp 50; #AT 1; D 3d4; SD +1 or better magical weapon to hit, immune to blunt and piercing weapons. Carries 60 lbs. Construction time 27 hours; Duration 12 hours per caster level.

Gond, Flst of

See flst of Gond.

Good Medicine

Reversed form, see bad medicine.

Good Weather

(Alteration)

Reversible

Sphere: Elemental Air, Elemental Water

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 hr./level

Area of Effect: 10 ft./level radius around creature touched

Saving Throw: Neg.



With this spell, a priest can create an area of moderate weather. The area affected is a sphere centered on and mobile with the subject. It has a radius equal to 10 feet per level of the caster—the sphere does not extend beneath the ground. The temperature and level of wind are moderated toward a more comfortable level for the subject. Temperature is adjusted by as much as 20 degrees, and wind speed by as much as 10 miles per hour. Note that "comfort" is subjective, varying from race to race. For instance, what a thri-kreen finds tolerable is sweltering for a halfling.

Race	Preferred Temp (°F)	Preferred Wind (mph)
Human	80	0
Dwarf	85	0
Elf	100	20
Half-elf	90	20
Half-giant	70	30
Halfling	70	0
Mul	85	0
Thri-kreen	120	20

For example, if the spell was cast on a human while the temperature outside the radius is 100 degrees and the wind speed is 5 miles per hour, the *good weather* spell would adjust the temperature to 80 degrees and the wind speed to 0 within the area of effect. If the spell was cast on a thri-kreen, the temperature would be raised to 120 degrees and the wind speed to 15 miles per hour.

Every creature within the sphere that is made more comfortable by the spell receives a +2 bonus to all morale rolls. They can extend their marching time by up to half the spell's duration in hours

every day (provided the spell's duration covers the entire length of the march).

The material component is a piece of cloth from a casual garment.

The reverse of this spell, *bad weather*, has exactly the opposite effect, moving the outside temperature and wind speed away from the comfortable range. In the above example, the human's sphere has a 120-degree temperature and a 15 mph wind speed. Wind speeds above 20 miles per hour cut visibility by half. Creatures made less comfortable receive a -2 penalty to all morale checks and have their marching speed cut to half for the duration of the spell. A successful saving throw vs. spell negates this effect.

The material component is a bleached bone.

Notes: Uncommon for priests from the DARK SUN setting.

Goodberry

(Alteration, Evocation)

Reversible

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day + 1 day/level

Area of Effect: 2d4 fresh berries

Saving Throw: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and of 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic either enable a hungry creature of approximately man-size to eat one and be as well nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The reverse, *badberry*, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no saving throw) if ingested.

The material is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, and so on).

Notes: Common for druids (PHB).

Gorm, Fire Eyes of

See *fire eyes of Gorm*.

Gorm, Sentry of

See *sentry of Gorm*.

Grace, Kelemvor's

See *Kelemvor's grace*.

Grassdart

(Alteration)

Sphere: Plant

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 turn

Area of Effect: 1d6+1 blades of grass within 10 ft.

Saving Throw: None

This spell causes 1d6+1 blades of grass to become stiff and sharp. Taller varieties of grass, such as those found on savannas, can be hurled as javelins for 1d6 points of damage. Smaller grasses, such as those found in the forest, can be thrown as darts for 1d3 points of damage. The *grassdarts* cannot be fired as arrows unless fletchings are added. If the blades are not plucked and hurled before the spell ends, they can damage (according to their size) any creature that falls on them. The *grassdarts* remain stiff for one turn.

The spell requires suitable blades of grass.

Notes: Very rare spell for druids. (Updated from POLYHEDRON Newszine.)

Gravity Variation

A 6th-level spell of the sphere of War. See appendix in Vol. 3.

Great Circle*

(Abjuration)

Reversible

Sphere: Creation

Level: 6

Range: 0

Components: V, S

Casting Time: 6 turns

Duration: 1 rd.

Area of Effect: Special

Saving Throw: Special

The *great circle* is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. Because of the nature of this spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

When casting the *great circle*, the priests stand in a circle of no more than 20-foot diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes the form of a radiant halo of golden light 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum range at the end of one round.

The halo is pure energy tapped from the Positive Material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of 8 or fewer Hit Dice are instantly destroyed and are not allowed a saving throw to avoid the effect. More powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs. death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw is allowed for half-damage).

The radius of the golden halo is dependent on the number of priests casting the spell. Each priest adds 60 feet to the radius. Thus, four priests could generate a halo that extends 240 feet in all directions from the circle of priests. Theoretically, there is no limit to the number of priests who can contribute to this spell, but the need for the priests to be within a 20-foot diameter circle sets a practical limit of 20 casters.

The reverse of this spell, the *black circle*, creates a ring of shimmering black energy. Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage per caster. Affected creatures are allowed a saving throw vs. death magic to reduce the damage to one-half.

Notes: Uncommon spell for clerics (ToM).

Greater Creature of Darkness

(Alteration, Illusion/Phantasm)

Sphere: Sun

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a mobile, bipedal, upright "shadow person" that resembles a human in form. It floats, "walking" about at MV 12 without actu-

ally touching surfaces, and can be controlled by the caster from afar (to the limits of the spell's range), going where the caster cannot or dare not go. Observers cannot see through the smokelike body of this construct, and it quenches magical light and *continual light* on contact without being itself affected.

A *greater creature of darkness* can achieve semi-solidity and can carry items of not more than 20 pounds weight. Thus, it can deliver items, wield magical items or regular weapons in combat, and even deliver the touch-discharged spells cast by its caster as if its hands were the caster's own. (All these activities are at the caster's THACO, but with a -3 penalty to attack rolls.) The construct is not sentient, but is controlled by the will of the caster, who can dimly see through illusory eyes that the shadow person does not, in fact, possess. (The caster cannot hear, smell, taste, or feel textures through the shadow person.)

Gaze attacks (such as the petrifying glare of a basilisk) cannot harm the caster through the shadow eyes, but the caster in turn cannot see through the construct well enough to read, see expressions, or even to recognize friends by their features—although gestures can be discerned. The shadow person can open doors (so long as doing so does not require pushing more than 20 pounds of dead weight), unlock things, point at objects or give directions, and conceal the identity of beings by enveloping them.

If the caster wishes to harm a living being that physically moves into a *greater creature of darkness*, the caster can make the "shadow person" hit once per round with any one weapon or magical item it carries, or launch a touch-delivered spell attack through the construct for full possible damage. A creature can freely enter or leave a *greater creature of darkness* effect, though the effect moves with them if its caster desires. The "shadow person" is not dispelled by the entry and exit of other beings. Those entering the shadow can see through it as if its gloom did not exist. Further, they are cloaked by it—to a limit of four small-sized (or smaller) creatures, two man-sized creatures, or one larger than man-sized creature. The darkness expands to cover their bodies and conceal their identities (even several beings at once, although if they move more than 20 feet apart, the construct stays with only one of them).

A caster wearing his or her own *greater creature of darkness* receives the following benefits: concealment of identity, immunity to blinding or hypnotic lights (including magical effects) and all illusions (including attacks such as *shadow monsters*). It has two additional powers, but the caster

exhausts the spell by calling on either of them. It can act as a *feather fall* or it can allow the caster to *levitate* for up to four consecutive rounds.

The material components are a strand of spiderweb, a pinch of soot or pitch, a piece of shell, beak, or bone that has been dyed black or blackened in a fire, and a black feather, scale, clump of fur, or piece of skin from any flying creature.

Rumors persist that those who know a secret variant of this spell can use one additional power of a greater creature of darkness. If it touches a foe they wish to harm, they can sacrifice some of their own hit points, and instantly deal their opponent double that number of points of damage as a flesh-eating, corrosive attack (no saving throw).

Notes: Granted by the Shar, Mistress of the Night, evil goddess of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Greater Guardian Seal

(Invocation/Evocation)

Sphere: Guardian

Level: 6

Range: Touch

Components: V, M

Casting Time: 9

Duration: Special

Area of Effect: 1 closure

Saving Throw: Special

This spell allows the caster to magically seal a door, window, box, or similar closure against a broad class of creature (lycanthropes, undead, faeries, giants, and so on). Affected creatures cannot pass the seal, nor are their physical or magical abilities, immunities, or resistances effective against it or the material of the closure. A creature of the affected type whose level or Hit Dice

exceeds the caster's by four or more can shatter the seal.

Nonaffected creatures can eliminate the seal by physically destroying the door, box lid, and so on. The warding magic inflicts one-quarter damage (round down) caused to the closure back upon the creature trying to break through. A successful *dispel magic* spell removes the seal.

The seal lasts until the portal is opened, unless made permanent by the *permanency* spell.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Greater Mantle of Mystra

(Abjuration)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S

Casting Time: 9

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell creates an invisible magical aura around its recipient (who must be willing or at least unaware; the spell fails instantly if cast on hostile, unwilling creatures). When a specific spell or magical item discharge (such as *fireball*, but not all fiery spells) impinges on any part of this aura, the mantle instantly absorbs it, negating all of its effects, and presents the mantle-wearer with a threefold choice: use the spell energy for healing (on the caster or another touched being), convert it to another predetermined specific spell and hurl it back at the source of the first magic, or transform it to a predetermined specific spell and cast it at another target. If the mantle-wearer is not the caster, the caster can elect when bestowing the spell to force the magic to always make one of those choices or to leave each decision up to the mantle-wearer. (The free choice cannot be restricted to two of the three options, nor can the predetermined spell be left unselected.)

If an incoming spell is used for healing, only lost hit points can be replaced. The mantle heals 2 hit points per level of spell absorbed. Furthermore, the hit points gained cannot be split between the mantle-wearer and another touched recipient—one or the other gains the full benefit.

A given being can enjoy the protection of only one greater mantle of Mystra at a time, and cannot be protected by both a mantle and a greater mantle at once. Neither sort of mantle will survive contact with a *dispel magic* effect.



The spell sent forth behaves as if it was launched by a caster of the same level, alignment, and abilities as the caster of the first magic. Its launching, however, depends on the vision and abilities of the *mantle-wearer*, not the source of the original attacking magic (for instance, if an incoming *chain lightning* attack is converted to a *flame strike* and hurled at a third party, the *mantle-wearer* must be able to see the chosen target for the *flame strike*).

Both the specific spell to be defended against and the spell it is to be converted to must be chosen by the caster of the *greater mantle of Mystra* during its casting and cannot be altered thereafter. The magic defended against must be one the *mantle-caster* has cast, felt the effects of, or observed, and the specific name known. The *mantle-caster* must have at some prior time personally cast the magic sent forth. The spell level of the magic sent forth cannot exceed the spell level of magic defended against (for instance, *polymorph other* cannot be converted to *flame strike*).

A *greater mantle of Mystra* defends against multiple attacks of the same sort of spell; it is not exhausted by one incoming spell.

A variant of this spell, *Azuth's alteration mantle* (see that spell), can be selected by varying the wording of the casting. It protects against two specific spells, converting them into healing energy or both into one specific outbound spell. The restrictions on caster knowledge of the magics involved (noted above) remain unchanged, but the duration of the spell is only four rounds per level of the caster.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Greater Shield of Lathander

(Conjuration/Summoning)

Sphere: Guardian

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: 1 being

Saving Throw: None

The *greater shield of Lathander* protects a single creature from all damage—whether magical, physical, or psionic—the round after it is touched. The *greater shield* also suspends the functioning of any magical geas, quest, or other compulsions on the touched being including psionic controls and attacks. However, protected beings in or placed in

damage-taking situations during the round of protection (pinned under water, leaping off cliffs, buried under rockslides or collapsing buildings, and so on) are not rendered immune to damage. The round after the spell expires, the creature suffers the full normal damage that the situation dictates. A being can use the round of grace provided by this spell to activate healing or escape magics.

If the recipient is unwitting or unwilling and engaged in combat, a successful attack roll is required to touch that being. The creature must be touched within three rounds of the spell's casting, or the spell is wasted and lost.

Notes: Granted by Lathander the Morning Lord of the FORGOTTEN REALMS setting.

Greater Touchsickle

(Alteration)

Sphere: Combat, Plant

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, one of the caster's hands temporarily becomes a wooden magical weapon. The extremity is able to strike any creature that can be hit only by magical weapons. The extremity has a +2 attack bonus, and its slightest touch does slashing (type S) damage as a *sickle* +2: that is, 1d4+3 points of damage against man-sized or smaller creatures, 1d4+2 points of damage against larger than man-sized creatures.

A druid can use the enchanted hand to harvest mistletoe as though it was a gold or silver sickle.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Greater Vision — Savant

(Divination)

Sphere: Divination

Level: 4

Range: 0

Components: V

Casting Time: 1 turn

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: Neg.

A savant-cleric presently striving against a threat to his or her church can attempt the casting of this

spell once. If the individual behind the threat fails a saving throw vs. spell, the savant glimpses a momentary vision of the enemy—lich, demon, necromancer, paladin, and so on. An enemy who makes a successful saving throw vs. spell also glimpses a vision of the savant. At the DM's discretion, this spell might be used on behalf of another individual not directly connected with the savant's religion.

Notes: Restricted to savant-clerics, common. (Updated from *DRAGON* Magazine.)

Greed, Abbathor's

See Abbathor's greed.

Greenwood

(Alteration)

Sphere: Plant

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 9 cu. ft.+1 cu. ft./level

Saving Throw: None

By means of this spell, the caster can temporarily make dead and withered trees appear living, green, and healthy. The caster can affect one plant (or object made from one), or a mass of plant material up to 9 cubic feet plus 1 cubic foot per level of the caster. Dead or bare trees, shrubs, or vines can be cloaked in leaves. Sufficient foliage appears to afford concealment for the caster, but not enough for an *entangle* spell.

Dry firewood becomes green enough that it does not light. If wood is already alight, the flames die down to a thick, choking smoke in a cloud that lasts for one round per experience level of the caster. This cloud, which totally obscures vision beyond 2 feet, fills a volume 100 times that of the fire source, and covers a roughly spherical volume from ground level (it conforms to the shape of a confined area). A creature in the cloud must roll successfully a saving throw vs. spell or suffer a -2 penalty to its attack rolls and Armor Class.

Dry, seasoned wood, such as a ship's mast, can be made to bend and snap under a strain like green wood. Rotten wood, such as an old bridge or ruin, usually collapses or becomes unsafe to carry any future load.

Damage to plants or wood suffered by being made "green" is permanent, but the wood otherwise reverts to its former state after the spell ends. In other words, if the *greenwood* spell is used to collapse an old bridge, the wood returns to its pre-

vious condition when the spell ends, but the bridge is still collapsed.

The material component is a leaf of holly.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Ground Trace

(Divination)

Sphere: Divination

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell allows its caster to follow the direction and discern the extent of unseen buried roots, watercourses, tunnels, drains, pipes, passages, and even underground rooms—so long as some part of the feature (or something connected to it, such as a swill-pit joined to a drain or a tree coupled to its roots) is visible above the surface and can be seen directly by the caster before or during the casting of the *ground trace* spell. The trace ends when the feature passes below a mile underground or the spell expires.

Only the uppermost layer of multilevel underground features is revealed by the magic. However, the caster is made aware of branching and side passages and can often guess at more than the spell reveals. (For instance, if a tunnel splits and one passage descends and then crosses under the other, that deeper passage could not be followed as it went under the uppermost passage, but it would be apparent again the moment it emerged on the other side.) Although general depth, direction, and size are apparent to a caster looking ahead, full knowledge can be gained only by someone standing directly on the earth above the feature (that is, the presence of water blocks the sight afforded by this spell). The extent of features that can be learned is therefore determined by the caster's movement rate, freedom to move, the terrain, and the availability of marker stakes or something similar—although this spell is most commonly used to decide where to dig a shaft or intercepting passage.

The material components are a hair from the caster's body and a piece of string, cord, or thread.

Notes: Granted by the nature deities Mielikki and Gwaeron Windstrom of the FORGOTTEN REALMS setting

Grounding*

(Abjuration)

Sphere: Wards

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 10-yd. square/priest

Saving Throw: None

This spell creates an area in which normal and magical electrical attacks may not function. Creatures and objects within this stationary area suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels). Magical electrical attacks (including lightning-bolt breath weapons) cause only half normal damage (save for one-quarter damage). Creatures and objects in the warded area also receive a +2 bonus to saving throws against electrical attacks.

The material components are the priest's holy symbol and a coil of silver wire.

Notes: Uncommon spell (ToM).

Group Mind

(Divination, Enchantment/Charm)

Sphere: Thought

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: 30-yd.-diameter circle

Saving Throw: None

This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects. The number of subjects (in addition to the priest) depends on the caster's level.

Level	Number of Participants
12-13	2
14-16	4
17	6
18	7
19+	8

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses

everything experienced by the other, although such vicarious experiences feel weak and cannot be mistaken for direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can share such personal concepts as plans, hopes, and fears, although they cannot communicate complex or detailed information. It is impossible to communicate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one *group mind* spell at any time; thus, he cannot communicate with multiple groups.

This spell cannot be used on unwilling subjects.

Notes: Common for priests with major access to the sphere of Thought.

Guardian Hammer — Dwarf

(Invocation)

Sphere: Guardian

Level: 4

Range: Touch (area to be guarded)

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell creates a *guardian hammer*: an invisible, hammer-shaped field of force activated when a guarded door or other area is disturbed.

When activated, it charges through the air to strike the nearest living thing to the disturbed area or any being in the area (if there is more than one, determine the target randomly). A *guardian hammer* strikes only once, but does not miss. When it hits, it appears momentarily as a glowing, translucent hammer and then fades away into nothingness. Its strike does 4d12 damage, and *stuns* the struck creature for 1d4+1 rounds (no voluntary actions possible). Struck beings must make a successful Strength check to avoid being knocked down, forcing possible item saving throws vs. crushing blow for fragile carried items.

A *guardian hammer* spell can be destroyed before activation by casting *dispel magic* on the guarded area or by totally destroying the guarded area without entering it (for example, by *disintegration*). The latter method destroys all *guardian hammer* spells attached to an area; the former method destroys only one *guardian hammer* per *dispel magic*, if multiple spells exist. Once activated,



a guardian hammer can dodge all magical and physical barriers, by way of the Ethereal Plane (phasing in and out) if necessary. It cannot be destroyed or diverted to another target by such means.

The material components for this spell are a drop of sweat or spittle or a tear from the caster, a hair from a dwarven stone mason, and a pebble or lump of ice.

Notes: Granted by the dwarven god Berronar Truesilver.

Guardian Mantle — Dwarf

(Abjuration, Invocation)

Sphere: Protection

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

The *guardian mantle* spell creates a blanket of translucent bluish energy that encases the priest's body and provides protection from melee and missile attacks. Those attempting to so attack the priest must make a successful saving throw vs. spell at a -4 penalty or the mantle foils the attack. The bonus of a magical weapon used against the caster is added to the saving throw.

The caster need not concentrate to maintain the protection, and can cast spells or choose to ignore attackers. The mantle does not protect against spells or spell-like powers, and cannot be made permanent. While the mantle is in effect it suppresses all the priest's protective magics for its duration *except* armor (including armor, shields, and helms). For example, neither *bracers of defense* nor an *amulet of life protection* will operate while this spell is in effect, but *leather armor* +2 is not affected.

The material components are the priest's holy symbol, a piece of blue velvet, and a gem of at least 500 gp value.

Notes: Granted by the dwarven god Dugmaren Brightmantle

Guidance

Lost spell. Reputed to be a 2nd-level spell usable once per day that answered a general question concerning the future fortunes of an individual or small group. Believed castable once per day, with a prognostication range of about 24 hours, it was supposedly used only by divination specialists such as savants and oracles.

Gull — Gnome

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: 30 yds.

Components: V, M

Casting Time: 5

Duration: 1 rd. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast, the priest's words become very persuasive to the subject, and that creature becomes very gullible. If the creature makes a successful saving throw vs. spell, this spell dissipates without effect. A creature failing the saving throw must make an Intelligence check each time the priest attempts to convince it of something somewhat plausible with no obvious facts countering the priest's argument. A successful check means the creature is not convinced; a failed check means the creature gives credence to the priest's words if no obvious facts contradict them.

For example, a priest who attempts to *gull* a guard outside a private club might be able to convince the guard that he is a member of the club, but has forgotten the password (assuming he is dressed appropriately), or convince the guard that his home was just burgled and that it would be okay for him to run home while the priest stands guard in his stead (assuming that the priest is wearing the outfit of a city watchman). However, the priest would have no luck convincing the guard that he is a particular member of the club if the guard has already seen that member enter the club just moments before, nor would he have any luck convincing the guard that he was a member if only humans are permitted to join the club and the priest is obviously a gnome.

The material components of this spell are the priest's holy symbol and a pinch of sugar.

Notes: Granted by the gnome god Baravar Cloakshadow.

Haela's Battle Blessing — Dwarf

(Alteration)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Special

Haela's battle blessing increases the odds of the recipient striking when in battle with significantly more powerful foes. When used against foes of commensurate skill and similar defenses, this spell has little effect.

Normally a roll of a 1 on an attack roll is a miss and a roll of a 20 on an attack roll is a hit. When used by the priestess on herself or an ally, the chances of an automatic hit are improved. When cast on an opponent, the chances of an automatic miss are increased. If cast by a priestess of 6th level or less, either a 19 or a 20 is always a hit or a 1 or a 2 is always a miss. If cast by a priestess of 7th level or greater, an 18 is also always a hit or a 3 is also always a miss. Only attack rolls are affected.

An unwilling subject of this spell is allowed a saving throw vs. spell to avoid its effects.

The spell requires the use of the priest's holy symbol.

Notes: Granted by the dwarven goddess Haela Brightaxe.

Addition: If optional "critical hit" or "fumble" rules are used, this spell does not alter the chance of those results.

Haelyn's Wisdom

Quest spell, see appendix in Vol. 3.

Hailstone

(Evocation)

Sphere: Elemental Water

Level: 2

Range: 3 yds. + 1 yd./level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature or a 10 ft. cube

Saving Throw: None



When a druid casts this spell, one large hailstone or a swarm of smaller stones burst from his or her finger, traveling in a straight line to the target creatures. The caster chooses which form the spell takes at the time of casting.

A) Large Hailstone. The caster creates one hailstone. This automatically hits one creature in a straight line from the caster for 1d4+1 points of damage. The large hailstone fractures on impact with a hard object (shield, helmet, metallic armor, a wall), inflicting 1 point of damage on any creature within 3 feet of the point of impact. The hailstone does not fracture on impact with soft surfaces. For every two experience levels the caster achieves above 2nd, one additional hailstone can be created (two at 4th, three at 6th, to a maximum of five at 10th level). These can be directed against different foes, provided all are at least partially within a 10-foot cube.

B) Hailstorm. The caster creates a swarm of smaller hail stones. These strike all creatures in a 10-foot cube for 1 point of damage. Each affected creature must also make a successful saving throw vs. spell or be temporarily stunned, losing its next action. At 6th level, the caster can affect a 20-foot cube, and at 10th level the area increases to a 30-foot cube.

This spell is ineffective underwater and when exposed to high heat (for example, a wall of fire provides complete protection). Since most of the hailstone effect is impact, it affects creatures immune to cold. Fire-based creatures with special vulnerability to cold-based attacks suffer from their normal penalty.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Hallucinatory Forest

(Illusion/Phantasm)

Reversible

Sphere: Plant

Level: 4

Range: 80 yds.

Components: V, S

Casting Time: 7

Duration: Permanent

Area of Effect: 40-ft. square/level

Saving Throw: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands—as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants—recognize

the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The *hallucinatory forest* remains until it is magically dispelled by a reverse of the spell or by a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

Notes: Common for druids (PHB).

Hamatree — Elf

(Alteration)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S

Casting Time: 24 hrs.

Duration: Permanent

Area of Effect: The caster

Saving Throw: None

This spell creates a permanent link between the caster and a very old oak tree (at least 100 years of age), much like the bond between a dryad (or hamadryad) and her tree. The casting of the spell invests a portion of the caster's spirit within the tree and permanently bonds her life force with that of the tree. The link created by a *hamatree* spell can be severed only by a *limited wish* or *wish*.

Once cast, the caster can literally step through any living, healthy tree and *dimension door* to the oak tree with which she is bound. Likewise, she can communicate with the tree (as if by *Speak with Plants*) whenever in physical contact with it.

The caster can choose to transfer any damage she suffers to the great oak, up to the maximum of the number of hit points the caster had when she cast the spell. However, transferred fire damage inflicts double damage on the tree. The tree regenerates damage at the rate of one week per point of damage, and this process can be hastened only by means of a *plant growth* or *heal* spell, either of which speeds the recovery process to one day per point of damage. Depending upon the age and size of the oak, the tree might have between 7 and 12 Hit Dice, as determined by the DM.

The great drawback of this spell is that any damage inflicted on the oak with which the caster is bound is suffered equally by the caster, no matter where she may be. Upon the death of the caster, the tree dies immediately. Upon the death



of the oak, the caster must immediately make a successful system shock roll or die.

The verbal and somatic components of this spell require the caster to spend the entire casting time in contact with the tree, while singing to awaken its slumbering spirit. This spell can be cast only once in the lifetime of the caster.

Notes: Granted by the elven goddess Hanali Celanil.

Hammer of Justice

(Divination, Illusion/Phantasm)

Sphere: Divination

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This variation of the *detect lie* spell creates a glowing illusion of an upright war hammer. This is normally steel-gray in hue, but it blazes white when truth is spoken, black when a lie is told, and blood-red when true but deceiving phrases are uttered. It cannot be made to lie by any known means. By the power of Tyr, this spell indicates absolute truth. If a questioned being knows nothing of a matter, the hammer remains steel-gray.

The illusory hammer appears wherever in range the caster desires, and thereafter moves to maintain the same distance from and orientation to the caster. The spell range indicates both how distant the hammer can be from the priest initially and how far from the hammer any questioned being can be for its truth-indicating ability to function. If someone questioned is out of range, the hammer grows dim, but the spell does not end. The caster can ask questions of any number of beings one at a time, and the telltale hammer is bright and visible to all.

The hammer cannot be made to disappear before the spell expires, even by its caster. The illusory hammer cannot be contacted or disturbed by any known magical or physical attack. Though magical barriers of 6th or greater level can ward it away from a given area, there is no known means of destroying it. *Dispel magic* has no effect on a *hammer of justice*. When the spell does end, the hammer goes dark and seems to fall before it fades away entirely.

The material component is a miniature war hammer fashioned from diamond, obsidian, ivory, glass, or another pure, single-hued, black, white, or red, nonliving substance (cost varies with materials, but average is 25 gp).

Notes: Granted by Tyr the Just God of the FORGOTTEN REALMS setting. (Recent errata is incorporated.)

Hand Fire

See handfire.

Hand of Borogor — Dwarf

(Alteration, Conjunction/Summoning)

Sphere: Elemental Earth

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Creates 1 hand

Saving Throw: None

This spell causes a great hand of earth and stone to emerge from any earthen surface—floor, wall, or ceiling. Once created, the *hand* performs the bidding of the caster for the duration of the spell. The base of the *hand* is rooted to the spot chosen by the caster, and cannot move from that spot. The *hand* does, however, have a reach of 10 feet in any direction. The *hand* possesses a Strength of 20, equal to that of a stone giant. The *hand* can be used to uproot a small tree, lift a boulder, or help support a structure threatening to collapse.

In melee, the *hand* always attacks last because it is so slow. It can punch an opponent chosen by the caster, attacking once per round as a priest of the caster's level. The punch inflicts 2d8 points of damage. The *hand* is too slow and awkward to grab any object that has a faster movement rate than 3, but a *hand* grasping a living creature inflicts 2d6 points of constriction damage per round if the spellcaster so commands.

The *hand* can hurl stones as a stone giant if boulders are within its reach. These can be hurled to a maximum range of 300 yards for 3d10 points of damage.

The *hand of Borogor* has an Armor Class of 0 and can sustain 50 points of damage before being destroyed. Edged weapons inflict only one-half damage upon it. Casting *stone to flesh* on it converts it to flesh, reducing its Armor Class to 5 and allowing edged weapons to inflict full damage. The *hand of Borogor* can be destroyed by casting a *transmute rock to mud* spell at its earthen base, by the attack of a water elemental, by precipitation equal in strength to a tropical storm, or by any other means that can turn the hand's earthen base into muck and mire.

The material components for this spell are a pinch of earth and a finely crafted, miniature stone fist worth no less than 1,000 gp.

Notes: Very rare spell, granted by gods of the dwarves. (Updated from *DRAGON* Magazine.)

Hand of Fate

(Conjuration/Summoning)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 hr. + 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell is a special blessing from the priest's deity upon an individual or creature the priest believes threatened. When the creature would otherwise die, a translucent hand appears to save him. A blow that would strike down the recipient misses, an object falls to block a gout of dragon's breath, and so on. The *hand of fate* intervenes only after all attack rolls and saving throws are resolved, and death (not just incapacitation) must have been the outcome or the spell is not released. A creature can be affected by only one *hand of fate* at any given time. The maximum duration of the spell is one hour, plus one hour per level of the casting priest.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Castings of this spell are best granted only as a reward for exceptional service or to reinforce a priest confronting an exceptional challenge in which the power's interests are directly involved. Foes may have access to this spell, as well.

Hand of Hoar

(Abjuration)

Sphere: Law

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Intelligent creature touched

Saving Throw: Neg.

This spell (also known as *divine justice*) inflicts a fitting punishment for an act of cruelty upon a single living and intelligent subject of the spell. This cannot be ended by *dispel magic* or other magical effects. It lasts until the *hand of Hoar* has struck or the subject is dead.

Upon casting the spell, the priest of Hoar must touch the subject and then verbally accuse the creature of some particular injustice committed that caused harm (DM's discretion) to some other creature or to the spellcaster. If the subject fails a saving throw vs. spell, is actually guilty of committing the named injustice, and can understand the priest's accusation, then the spell takes effect. The priest has no way of knowing if the spell has actually taken effect (except to hypothesize if a fitting response occurs following the casting of the spell).

The vengeance of the *hand of Hoar* is swift and harsh. For example, if an assassin kills the wrong target and is then subject to the effects of Hoar's divine justice, it is likely the assassin will die while unintentionally foiling a rival assassin's attack on the original target. If a mage imprisons an innocent rival and is then subjected to the effects of the *hand of Hoar*, it is likely that mage's next spellcasting attempt will take effect within the radius of a spontaneously appearing wild magic region. The resulting miscast spell might result in the mage being imprisoned. The effects of the *hand of Hoar* vary on a case-by-case basis. They are adjudicated by the DM, but should be suitably ironic—a punishment to fit the crime.

The spell requires a small token once possessed by the subject and the priest's holy symbol. Neither is consumed in the casting.

Notes: Granted by Hoar the Doombringer of the FORGOTTEN REALMS setting.

Hand of the Sorcerer-King

(Summoning)

Sphere: Cosmos

Level: 1

Range: 0

Components: V

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None



A templar who casts this spell is immediately protected from magical spells. The shimmering field diffuses magical energy, giving the templar a +2 bonus against all spells cast against him or her, be the caster defiler or preserver. Only templars can use this spell.

Notes: Restricted to templars from the DARK SUN setting, for whom it is common.

Hand of Torm

(Evocation)

Sphere: Protection

Level: 4

Range: 40 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: 12-ft.-radius sphere

Saving Throw: Special

This spell is an improved form of the *wyvern watch* magic. It was developed long ago by priests of Torm and is often used to defend sacred areas, such as the treasure chambers in the temple in Tantras.

A *hand of Torm* creates a shimmering, translucent image of a gigantic gauntleted human hand that is cupped to define a spherical area. It is typically used to guard that area against intrusion. Any sighted creature approaching the image readily sees it. Any creature bearing a symbol sacred to Torm can pass through the hand without effect. Any other creature that approaches the guarded area feels a warning prickling in the air, an almost electric tension.

If the guarded area is entered, an intruder feels a solid force resisting its forward movement. The creature must make a successful saving throw vs. paralyzation at a -3 penalty to continue forward into the protected area, and a second successful saving throw vs. paralyzation at a -3 penalty to pass out of the guarded area at any other point except at the one entered. Failure of this check causes the creature to be paralyzed for one turn per level of the caster or until freed by the caster, whichever occurs first.

Any creature without a holy symbol of Torm that attempts to pass an area guarded by a *hand of Torm* is also *slowed*, requiring 2 rounds to enter or exit. Regardless of the results of the saving throw vs. paralyzation, the intruder must also make a saving throw vs. spell for each of these rounds. Failure inflicts a crushing, constricting force that squeezes the intruder for 1d6 points of damage in that round. Observers see the image of the hand closing about the intruder, but this is a visual effect only; a *hand of Torm* can constrict and hamper the progress of more than one creature within its confines at any one time.

Any number of creatures can be affected by a *hand of Torm* without dissipating or exhausting it

until its duration expires normally. A successful *dispel magic* destroys it instantly.

The material component is the priest's holy symbol.

Notes: Granted by the war god Torm in the FORGOTTEN REALMS setting.

Handcandle

(Alteration)

Sphere: Elemental Fire

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster's hand

Saving Throw: None

This spell causes a flame to spring from the caster's palm. The flame can be either a reddish tongue that burns and heats, or a whitish light that cannot ignite or harm anything. The caster can cause the flame to be one form or the other as often as desired, switching at the end of a round. Once created, the flame cannot move from the caster's palm.

As a burning flame, a *handcandle* can ignite flammable materials, cook food, or scorch beings touched by the caster for 1d4+1 points of damage (unlike the fire of a *produce flame* spell, it cannot be hurled).

As a white light, *handcandle* can touch anything without igniting it. The intensity of its light can be controlled by the caster. (It isn't blinding or as bright as a lantern, but it can be made so dim as to be visible only from a few inches away.) The effect is ideal for reading in poor light, stealthily finding keyholes and the like in darkness, and so on. Many priests use it to impress the gullible by "swallowing fire" or giving their faces an eerie appearance by night, playing with the effects made possible by this light.

A *handcandle* can be extinguished (ending the spell) instantly whenever its caster desires. In either form, it can withstand even gale force winds (including magical winds) without being extinguished. It does no harm to the caster; many priests who conjure one as a tent light fall asleep with it still shedding light for their companions.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting.

Handfang

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: The caster's palm

Saving Throw: Special

This spell creates a fanged, biting mouth in the palm of the caster's hand. It can be concealed readily by curling the hand into a fist or by placing the palm of the hand against something. Its bite is under the control of the caster; it does not automatically snap at anything it touches. The caster can only deliver the hand's attack by slapping his or her palm against a subject, requiring a successful normal attack roll; it can bite once per round.

The bite of a *handfang* inflicts 1 point of damage and forces the subject to make two saving throws, one vs. paralyzation and the next vs. spell. If the saving throw vs. paralyzation fails, the subject is paralyzed for 1d3 rounds; if it succeeds, this effect is negated. If the saving throw vs. spell fails, the mouth's saliva corrodes the subject, doing 3d4 points of additional damage. If this saving throw succeeds, this damage is reduced to 1d6 points. These twin saving throws are made against every bite of a *handfang*; saving successfully against one attack does not mean that the subject is immune to these effects. Paralyzed creatures not actively protected by compatriots or somehow moved beyond the reach of the spellcaster can be struck automatically if the spellcaster attacks them.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

**Handfire**

(Alteration)

Sphere: Combat

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: The caster's hand

Saving Throw: None

This spell causes one of the caster's hands (or the end of a chosen limb) to be surrounded by tiny winking motes of light that resemble a cluster of constantly renewed sparks. These motes of magic are neither hot nor flammable and do not harm nonliving material. Their light is bright enough to read by if the writing is very near (within the length of the caster's longest finger).

Any living creature struck by the motes (successful attack roll required) takes 1d4+3 points of damage (no saving throw). Undead creatures touched by *handfire* suffer 2d4+4 points of damage.

The *handfire* spell lasts for two attacks (regardless of how long after casting they are delivered) or until willed to dissipate by the caster. The *handfire* can strike twice in the same round if the caster comes into contact with two different creatures (for example, when the foes punch or run into the priest, rather than the caster trying to strike them). The *handfire* effect cannot be conducted along weapons or tools; direct contact with some part of a creature's body is required. No known Faerûnian armor can stop *handfire*, although certain magical barriers do.

The presence of active *handfire* does not prevent the casting of other spells or alter their effects. Discharge is automatic on contact with any living or undead being who is not the caster, so *handfire* can accidentally harm friendly creatures, or harm a thief or an attacker even when the caster is asleep, if the active limb is disturbed. (Some priests clutch a magical item with a *handfire*-active hand as they fall asleep to prevent theft.)

Handfire that is willed out of existence sputters and fades in seconds, becoming harmless in an instant. If it has struck another being once, the caster can will it into his or her body, healing 1d4 points of any current damage. A caster can mentally choose the color of the *handfire* sparks (as a signal, for example), but cannot change this once the spell takes effect.

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Hard Water

(Alteration)

Sphere: Elemental Water

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: 10 cu. ft./level

Saving Throw: None

This spell turns a body of water (or part of one) into a rock-hard substance. Magical, enchanted, holy, and unholy waters are not affected by this spell. The hard water retains its color and content; however, it is solid for the duration of the spell. The amount of water affected cannot exceed 10 cubic feet (approximately 75 gallons) per level of the priest.

Creatures embedded or partially embedded in the hard water, such as fish, insects, and humans, are not injured or killed, and they do not suffocate or drown. They are simply held until the spell has run its course, as are water weeds, water elementals, or similar creatures composed of animate water. The spell can be negated before its duration expires by a successful *dispel magic* spell. The caster can also cancel the spell at will.

The caster can reduce the depth to which the water becomes hard, to a minimum of 6 inches. For example, a priest casting *hard water* on a river can specify that only the surface of the water become hard, thereby making it possible to walk across.

The material components of this spell are a flask of water and a stone.

Notes: Uncommon for priests with major access to the sphere of Elemental Water in the FORGOTTEN REALMS setting.

Harm

Reversed form, heal. This form is used by evil priests.

Harm Plants

Reversed form, heal plants.

Harm Trees

Reversed form, heal trees.

Harp of War

(Alteration, Evocation)

Sphere: Combat

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn or less

Area of Effect: Special

Saving Throw: None

This spell creates a five-stringed silver harp of glowing force in the caster's hands. This weightless instrument can hang in midair, allowing the caster to cast other spells or engage in other activities. It can be banished a successful *dispel magic* spell, but only the caster can actually touch it, move it, or evoke its powers, which are awakened by plucking the harp strings. One string can be plucked per round, and each string holds only one power and works only once, vanishing when called upon. When the last string fades away, so too does the spectral harp. The caster is always aware of which string calls forth what power. The normal selection of powers includes those listed.

- Shatter all nonmagical metal items within 20 feet of the harp.
- Teleport all magical items within 40 feet of the harp to random locations in Faerûn (not accompanied by anyone holding, carrying, or wielding them).
- Unleash a *lightning bolt* from the harp at a single chosen creature (9d6 points of damage, save vs. spell for half damage).
- *Teleport without error* any beings specifically chosen by the caster who are within 20 feet of the harp to a locale somewhere in Faerûn chosen by the caster. (In other words, out of a group of struggling combatants, the caster could choose just his or her friends.)
- Call down a *flame strike* (a 5-foot-radius, 30-foot-high vertical column of roaring flame) on a single target creature within 70 feet of the harp (6d8 points of damage, save vs. spell for half damage).

There are ways of varying the incantation of *harp of war* to give a harp slightly different powers from the norm. Each temple has its own variations. (Player-created custom variants must be approved by the DM.)

The most common variant of this spell is a harp that calls forth *repulsion*, *wall of stone*, *wall of fire*, and *blade barrier* spells, and instead of *teleport* summons three angry pegasi that fight for the

caster or provide transport for up to 7 turns. This version of the spell is used almost exclusively by faithful trained in Waterdeep and Athkatla.

The material component is a thin strand of silver wire.

Notes: Granted by Milil, Lord of Song, of the FORGOTTEN REALMS setting.

Hasten Crops

Athasian Dragon King magic, 8th level; psionic component renders the spell uncastable by priests.

Hathor, Horns of

See horns of Hathor.

Haunted Visions

(Divination, Enchantment/Charm)

Sphere: Divination

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 2d4 + 2 rds.

Area of Effect: 1 being

Saving Throw: Special

This spell afflicts the recipient with the ability to see every possible consequence of every decision it can make. The multitude of overlapping visions perceived by the subject are nearly incapacitating, since every possible action might result in disaster somewhere down the line.

When this spell is first cast, the subject must succeed at a saving throw vs. spell to completely avoid its effects. If the saving throw is failed, then the *haunted visions* lasts for the complete duration and cannot be ended except with the use of a *dispel magic* incantation or similar magics.

While experiencing overlapping *haunted visions*, the subject cannot move faster than one-quarter its normal walking movement rate, always loses initiative, and is always surprised in situations where a surprise roll is warranted. Spellcasting is impossible, and the subject can make a physical attack only if it makes a successful saving throw vs. spell. All such attacks have a -2 penalty. In addition, the affected subject has an Armor Class and saving throw penalty of -2 for the duration of the *haunted visions*.

The material components for this spell are the priest's holy symbol and a puff of smoke. The latter is usually generated by a match or torch and is blown in the general direction of the subject during the casting.

Notes: Granted by the divinational deity Savrath in the FORGOTTEN REALMS setting.

Haunting Notes — Shaman

(Divination)

Sphere: Divination

Level: 3

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.



The spell conjures up a small, mindless spirit (½ Hit Die) with no awareness of its own, which enters the body of the target creature and allows the shaman to locate it later.

To cast this spell, the shaman must play a brief melody on a musical instrument (and must be proficient in the use of such an instrument) while staring at and concentrating upon a single living creature within 15 yards. The creature receives a saving throw vs. paralyzation. If this is successful, the spirit returns to the spirit world and the creature never knows anything was attempted. If the spirit successfully enters the creature, the creature suffers no ill effects, nor does it have any reason to suspect that it has been invaded.

The caster can thereafter locate the subject any number of times. By playing the same tune again, the shaman gains an intuitive notion of where the creature is and what condition it is in. However, whenever the caster plays the melody to get a fix on the spirit, the notes of the tune can be heard as a ghostly echo by the creature.

Devices and spells that prevent magical detection and scrying do not prevent the shaman from locating the creature, due to the nature of the link. The spell does not extend beyond the Prime Material Plane, so creatures that have gone elsewhere cannot be located.

Each shaman can keep track of only one creature at a time with this spell. Recasting *haunting notes* on another creature severs contact with the previous subject.

The spell requires an instrument upon which the tune is initially played (which is not destroyed by the casting). The other components are the sound made by the instrument and the movements required to play it.

Notes: Restricted to shamans, uncommon.

Heal

(Necromancy)
Reversible
Sphere: Healing

Level: 6
Range: Touch
Components: V, S
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: Creature touched
Saving Throw: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature that receives the benefits of the spell. It completely cures all diseases, blindness, and deafness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

The reverse, *harm*, infects the subject with a disease and causes loss of all but 1d4 hit points if a successful touch is inflicted. For creatures that are not affected by the *heal* (or *harm*) spell, see the *cure light wounds* spell.

Notes: Common for clerics and druids (PHB).

Heal Plants

(Alteration)
Reversible
Sphere: Plant

Level: 1
Range: 0
Components: V, S, M
Casting Time: 4
Duration: Instantaneous
Area of Effect: 10-ft./level square or 1 creature
Saving Throw: None

This spell heals natural, nonmonstrous living plants of up to man-size within the area of effect. All damage from fire, frost, cutting, trampling, parasites, mold, fungus, or disease is cured. The spell purges all parasites and disease so that they cause no further damage. The spell does not heal large trees, it does not restore growth that has actually been destroyed, nor does it counteract the effects of poor soil or lack of water. The spell affects plants growing in a square area of 10 feet per side per level of the caster (10×10 feet at 1st level, 20×20 feet at 2nd level, and so on).



Alternatively, the druid can cast the spell and touch a single plantlike monster to heal it of 2d4 points of damage. Touching such a creature—even green slime or yellow mold—to discharge the spell does the caster no harm.

The material component for both forms is mistletoe.

The reversed spell, *harm plants*, leaves affected vegetation wilted and unproductive for the remainder of the growing season or causes 2d4 points of damage to a plantlike monster.

Notes: Very rare spell for druids. (Updated from *DRAGON* Magazine.)

Heal Spirit — Shaman

(Necromancy)
Sphere: Necromantic

Level: 2
Range: 10 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 spirit
Saving Throw: None



This spell can be used to heal a spirit of any damage it has taken. It does not heal damage taken

by objects or people inhabited by the spirit. For each casting of the spell the spirit regains 2d6 hit points, up to its normal maximum.

The material component is a small gourd of blood, or a poultice of healing herbs, which is poured out on the ground or scattered in the wind (as appropriate) when the spell is cast.

Notes: Restricted to shamans, uncommon.

Heal Trees

(Alteration)

Reversible

Sphere: Plant

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 10 ft./level square or 1 creature

Saving Throw: None

This spell affects either one tree or other plant per level of the caster, or a single plantlike monster. It heals normal plants of all damage and disease, and functions as a combination *cure disease* and *cure critical wounds* (restoring 3d8+3 points of damage) for plantlike monsters. All plants to be affected must be alive and, in the case of trees, standing, and all must be in an area up to 10 feet per caster level on a side. The spell does not counteract the effects of poor soil or lack of water.

The material component is a few drops of sap from an oak or ash tree.

The reversed spell, *harm trees*, infects normal trees with a deadly blight that kills in one week, or causes 3d8+3 points of damage to a single plantlike monster. The caster is not harmed by touching a plant to discharge this spell.

Notes: Very rare spell for druids. (Updated from *DRAGON* Magazine.)

Healing Hand

(Necromancy)

Sphere: Healing

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell increases the benefit of one previously cast curative spell, adding an additional 3d4 points of benefit to any healing magic that heals damage

cast within the preceding 24 hours. The caster of a *healing hand* can deliver it by touch to the previously healed creature (who may be the caster). If that creature is elsewhere or unreachable, the caster can touch whoever cast the original healing magic, while that individual concentrates on visualizing the healed creature. If the caster is working through the original healer, that healer can override the caster's choice and redirect the healing elsewhere. A *healing hand* can be cast to directly benefit its caster. Multiple *healing hand* spells can only benefit the same being if a full 48 hours passes between spell applications. This spell cannot revive a dead being.

The material components of a healing hand spell are a scrap of skin and a sliver of bone. (Both components can be of any size and freshness, and from any type of creature.)

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Healing Rays

(Necromancy)

Reversible

Sphere: Elemental, Sun

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None



This spell causes a beam of healing sunlight to caress a creature, healing 1d8+2 points of damage.

The material component is sunlight.

The reverse, *radiation*, fires a beam of sunlight that inflicts 1d10 points of damage (save vs. spell for no damage).

Notes: Common for Elemental Fire priests from the DARK SUN setting.

Health Blessing

Quest spell, see appendix in Vol. 3.

Hear Heartbeat

(Divination, Necromancy)

Sphere: Divination, Necromantic

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + 2 rds./level

Area of Effect: 10 ft./level radius

Saving Throw: None

For the duration of this spell, a priest becomes completely deaf to all normal sounds and can hear only the noise of other creatures' beating hearts. The heartbeat of each person, animal, or monster in the area of effect is clearly distinct and can convey information about the being's proximity, direction, size, emotional distress, general health, and race or species. For instance, the heartbeat of a frail old wizard is much softer and weaker than that of an invisible ogre bodyguard standing behind him. This spell can provide quite confusing results if cast in the presence of numerous individuals (such as on a crowded city street) and is most effective when cast by a priest in relative seclusion. A priest never hears his or her own heartbeat with this spell. It is effectively masked out by the power of the *hear heartbeats* spell.

Obviously, this spell is of little use in locating creatures without functioning hearts (such as plants or undead). The spell's range is diminished if more than a 1-inch thickness of wood, stone, or metal lies between the caster and a subject. Each inch of a barrier's thickness is treated as 10 feet of open space.

The material component is beeswax mixed with a tiny drop of the priest's own blood (to block the sound of his or her own heartbeat). While casting the spell, the priest places the wax in his ears to blot out normal sound and trigger the magical effect. The priest remains completely oblivious to normal sounds (such as talking or music) while the spell is in effect.

Notes: Common for necromancer-priests.

Heart Blight

(Necromancy)

Sphere: Necromantic

Level: 4

Range: 10 ft./level

Components: V, S

Casting Time: 7

Duration: Special (3 rds. maximum)

Area of Effect: 1 living creature

Saving Throw: Neg.

With this spell, an evil necromancer-priest can exert his or her dark will on the still-beating heart of any living subject, provided the creature remains in clear view (line of sight) and within the spell's range. After casting the spell, the priest must focus his or her entire concentration on the subject's heart for three rounds, during which time the caster cannot cast other spells or engage in melee. The priest can, however, walk, talk, and take ordinary

defensive precautions while the spell runs its course through the subject.

During the first round of the spell, the subject must make a saving throw vs. death magic with a -2 penalty. This saving throw is modified by the subject's hit point adjustment due to Constitution (+1 bonus for 15 Con, +2 for 16 Con, and so on).

If the subject makes this first saving throw, the spell fails to take hold of his or her heart and has no further effect. A subject who fails the save, however, suffers a massive spasm of pain (similar to a heart attack). This causes 18 points of damage and completely incapacitates the subject for one excruciating round.

During the second round, the subject must make another saving throw, this time with a -1 penalty (modified for Constitution). As before, a successful saving throw ends the spell with no further effect. Failure, however, intensifies the chest pains, as if a searing band of iron was being slowly tightened around the heart. The subject experiences severe dizziness, disorientation, and terrible shooting pains in the arms, jaw, and left shoulder.

Meanwhile, the subject loses 25% of any remaining hit points, is paralyzed with pain for 2-5 rounds, and immediately loses 2-5 points of Strength, Constitution, and Dexterity. Providing the subject survives the final stage of the spell (see below), these lost points are regained at a rate of 1 point in each ability score per day.

On the third round of the spell, the subject must make a (third, unmodified) saving throw vs. death magic or suffer a massive heart attack, resulting in immediate death (onset time is 1 round, during which the subject is completely incapacitated). Alternatively, a kind DM might decide that the final phase of the spell merely plunges the subject into a deep, deathlike coma, lasting 1-4 days and resulting in the permanent loss of 1 point of Constitution.

This deadly spell can be thwarted in a number of ways. Successfully casting *dispel magic* on either the subject or the priest disrupts the *heart blight*, as does casting a simple *protection from evil* spell on the subject or wearing a *scarab of protection* (from which it drains a charge). Furthermore, the subject may be allowed to repeat a saving throw with a +2 bonus if treated by another character with the healing nonweapon proficiency. Finally, the spell is immediately broken if the subject is transported out of range or removed from the priest's line of sight. Because of its murderous effect, this spell is only granted to wicked priests by the gods of Death, Disease, and Evil.

Notes: Common for evil necromancer-priests.

Heart Call

(Alteration)

Sphere: Necromantic

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 individual of man-size or smaller

Saving Throw: Special



This spell was developed by the sorcerer-king of Drak, and so far as is known only his templars make use of it. When this spell is cast, the templar points a hand at the targeted individual, who must then save vs. death magic. Failure means the subject's heart is literally torn from his or her breast, ripping through any covering clothing or armor in the process. It flies toward the caster's hand, where it can be grasped, and the subject dies instantly. A victim who makes a successful saving throw only takes damage equal to that of a *cause serious wounds* spell (2d8+1). Creatures larger than man-size are not affected by this spell.

The material component is a dried-out chunk from the heart of a humanoid being.

Notes: Very rare spell from the DARK SUN setting. (Updated from *DRAGON* Magazine.)

Heart of Ice

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 7

Range: Touch

Components: S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Special

This spell requires intense concentration (hence the long casting time) and can be delivered only by touch, requiring a successful attack roll to deliver on any but totally immobilized opponents. Subjects turn black, are covered by a thin sheen of white frost, and instantly begin to shiver uncontrollably, making spellcasting, attacks, or any other activity except falling in a certain direction or shouting impossible. Subjects must make a successful saving throw vs. death magic or die, as their hearts freeze and shatter. Those who successfully save suffer 5d8 points of internal damage instead, but as a side-effect are also rendered immune to all cold

damage for 1 turn per level of the caster of the *heart of ice*. Creatures normally able to exist in frigid conditions (including priests of Auril, white dragons, remorhaz, winter wolves, and creatures from the Para-Elemental Plane of Ice) are immune to this spell or suffer only 1d4+1 points damage from internal bruising.

Notes: Granted by Auril, called Frostmaiden, of the FORGOTTEN REALMS setting.

Heartseeker

(Enchantment)

Sphere: Elemental Earth or Water

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 15 minutes

Duration: 6 hrs.

Area of Effect: 1 item

Saving Throw: Special



This terrible spell is cast on a piercing weapon, a spear, or an arrow. When the point of the weapon penetrates flesh (causes damage), the wooden tip begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If a saving throw vs. death magic isn't made, the vines burst through the subject's vital organs, killing him or her instantly. If the saving throw is successful, the subject manages to pull the weapon out, but takes an additional 1d8 points of damage. This spell does not work on undead or creatures without internal organs.

Notes: Common for Elemental Earth or Water priests from the DARK SUN setting.

Heat Exhaustion

(Summoning)

Sphere: Elemental Fire, Sun

Level: 3

Range: 50 yds.

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



A beam of light streaks from the caster's finger and slams into the target creature's forehead, instantly causing the brain to overheat. This causes momentary confusion and delirium, and until the creature is healed by any cure spell, all attack rolls, saving throws, and proficiency or ability checks are made at -2 penalty.

Cooling the subject dispels heat exhaustion; pouring a canteen of water or cool liquid over the creature's head is also effective. *Dispel magic* removes the effect, and *cure light wounds* and similar healing spells relieve this condition.

Notes: Common for Elemental Fire priests from the DARK SUN setting.

Heat Metal

(Alteration)

Reversible

Sphere: Elemental Fire

Level: 2

Range: 40 yds.

Components: V, S, M

Casting Time: 5

Duration: 7 rds.

Area of Effect: Special

Saving Throw: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage, in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown on the table.

Metal Temperature	Damage per Round
Very warm	None
Hot	1d4 points
Searing*	2d4 points

*On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot—becomes unusable for 2d4 days, body—becomes disabled for 1d4 days, head—fall unconscious for 1d4 turns. This effect can be completely removed by the 6th-level priest spell *heal* or by normal rest.

Materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or

exposure to a *cold* or *ice storm* spell. This version of the spell does not function underwater. For every two experience levels of the caster, the metal of one man-sized creature can be affected (for example, arms and armor, or a single mass of metal equal to 50 pounds weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, and so on.

The reverse of the spell, *chill metal*, counters a *heat metal* spell or else causes metal to act as given on the table.

Metal Temperature	Damage per Round
cold	none
icy	1d2 hit points
freezing*	1d4 hit points

*On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat—proximity to a blazing fire (not a mere torch), a magical flaming sword, a *wall of fire* spell, and so on. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

Notes: Common for druids (PHB).

Helm, Sentry of

See sentry of Helm.

Helping Hand

(Evocation)

Sphere: Travelers

Level: 3

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate an individual or creature of the caster's choice based

on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a 5-mile radius of the caster.

If the hand is unable to locate the indicated creature, it returns to the caster (if the caster is still in the area of effect). The hand displays an outstretched palm, indicating that no such creature could be found. The hand then disappears.

If the hand locates the indicated creature, the hand beckons the creature to follow it. If the creature follows, the hand points in the direction of the caster, leading the creature in the most direct, feasible route. The hand hovers 10 feet in front of the creature, moving before it. Once the hand leads the creature to the caster, it disappears.

The subject is not compelled to follow the hand or help the caster. If the creature chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the creature is en route to the caster, the hand disappears; the creature has to rely on its own devices to locate the caster.

If there is more than one creature within a 5-mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second creature.

The *helping hand* has no physical form. The hand can be seen only by the caster and potential target creatures. It cannot engage in combat or execute any other task aside from locating the target creature and leading it back to the caster. The hand won't pass through solid objects, but can pass through small cracks and slits.

The material component is a black silk glove.

Notes: Common for priests with access to the sphere of Travelers.

Henley's Digit of Disruption

(Evocation)

Sphere: Creation

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 undead or lower planar creature

Saving Throw: Special

This powerful spell is used against undead and Negative Material Plane creatures. When the spell

is cast, the priest draws upon energy from the Positive Material Plane, creating a bolt of blazing energy from the priest's fingertip to smite the target creature.

An undead creature must make a successful saving throw vs. spell or be instantly disrupted and completely destroyed. An undead creature that saves takes 2d8 points of damage.

A creature from the Lower Planes takes 6d8 points of damage (save vs. spell for half damage). The spell has no effect on creatures of demipower status or greater.

The material components are the priest's holy symbol and a powdered sunstone of not less than 500 gp value.

Notes: Very rare spell. Known to be in the *Demonomicon of Iggywlv* (WoG).

Heroes' Feast

(Evocation)

Sphere: Creation

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr.

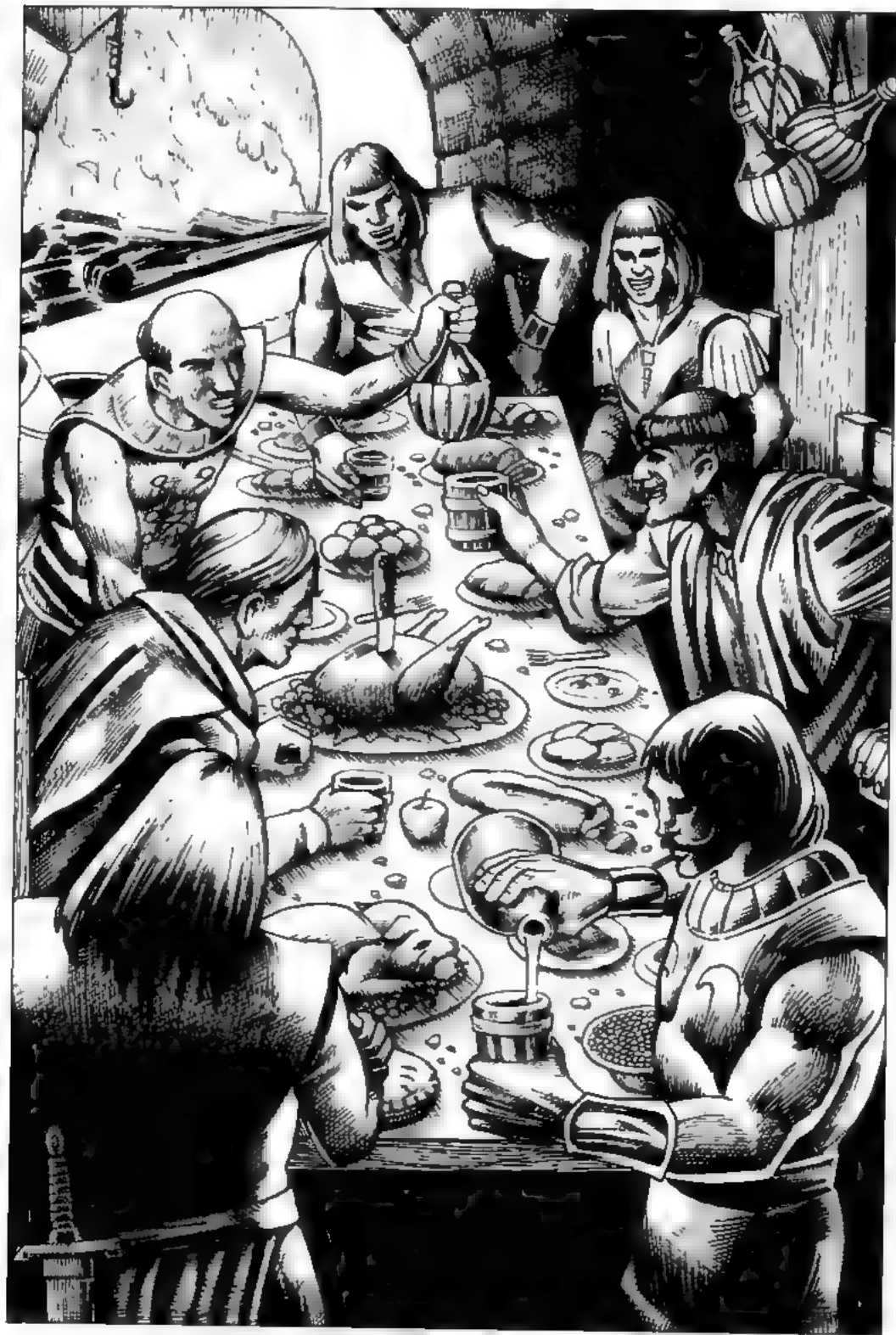
Area of Effect: 1 individual/level

Saving Throw: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectar-like beverage that is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Notes: Common for clerics (PHB).



Heroism

(Alteration)

Sphere: Combat

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Person touched

Saving Throw: None

This spell affects warriors and 0-level individuals only. It confers a temporary increase in life energy levels upon any such individual with fewer than 10 experience levels. The exact number of levels (and associated Hit Dice gained) is given on the table.

The recipient fights as though at the experience level bestowed by the magic. Any damage sustained is taken first from the magically gained hit points and Hit Dice. The magic lasts for one round per caster level, after which any remaining bonus energy levels or hit points are lost.

Level of Recipient	Number of Energy Levels Bestowed	10-sided dice
		for Accumulated Damage Bestowed
0	4	4
1st-3rd	3	3+1
4th-6th	2	2+2
7th-9th	1	1+3

The material component is the priest's holy symbol.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newzine.)

Hesitation

(Enchantment/Charm)

Sphere: Time

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 20-ft.-radius circle

Saving Throw: None

Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by a +4 penalty. The initiative modifier occurs in the round following the round in which *hesitation* is cast.

The spell affects 2d4 Hit Dice or levels of creatures, although only one creature of 4 or more Hit

Dice can be affected regardless of the number rolled. All possible subjects are allowed saving throws vs. spells; those failing their saving throws receive a +4 penalty to their initiative rolls for a number of rounds equal to the caster's level.

The material component is a fragment of a turtle's shell.

Notes: Common for priests with access to the sphere of Time (*ToM*).

Hibernate

(Enchantment/Charm)

Sphere: Charm

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 wk./level maximum

Area of Effect: 1 to 3 creatures

Saving Throw: Neg.

A creature sent into hibernation by a druid sleeps in a torpid state for as many weeks as the caster desires (up to one week per caster). A successful saving throw vs. spell negates the spell. If affected, the creature's need for oxygen, food, water, and such are all but negligible for the duration. The creature can be awakened, but will go back to sleep when it is no longer interrupted unless it makes another saving throw vs. spell. When the spell expires, the creature will awaken with a very intense hunger.

The caster can affect 1 large creature the size of a bear, 2 man-sized creatures, or 3 smaller creatures. Humans and humanoids are as vulnerable to the spell's effects as any other creature. Sentient or quasi-sentient plants and plant beings will go dormant if subjected to a *hibernate* spell, just as they would in winter.

The material component is some fur from a mammal that hibernates.

Notes: Very rare druid spell. (Updated from *DRAGON* Magazine.)

Hidden Hatred

Reversed form, foresight.

Hide — Oracle

(Abjuration, Divination)

Sphere: Divination

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 2 turns/level

Area of Effect: Creature touched

Saving Throw: None

For the duration of this spell, the subject is protected against all divination and magical location and detection. The creature cannot be detected through *clairaudience*, *ESP*, *crystal balls*, or any other scrying devices. Spells such as *seek* and *sympathetic magic* fail as well. The creature will not appear in any divination made concerning the time during which the spell is in effect, whether made in the past, present, or future. The subject radiates no aura of any sort, and predictions cannot be made concerning the subject unless a powerful being (of at least 20th-level ability) is consulted. A being of 20th-level ability has a 50% chance to penetrate this veil, with a 5% bonus per level over 20 and a maximum chance of 95%.

The focus for the spell is any gem of at least 5,000 gp value that the subject must keep on his or her person; if the gem is lost or destroyed, the spell ends immediately. The gem is not destroyed by the spell and can be reused.

Notes: Common for oracles. Rare for savants and divination specialists; otherwise, very rare. (Updated from *DRAGON* Magazine.)

High Silt Tide

Reversed form, silt tide.

Higher Consecration

(Alteration, Evocation)

Sphere: All

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 1 item

Saving Throw: Special

This spell dedicates an item to the service of the caster's deity, cleansing it of all other influences (especially those of other deities). The caster performs the prayer, touches the item, and an item saving throw is made.

The item's saving throw is the same as the caster's own saving throw vs. spell, modified by a number of cumulative factors.

- +1 The item has been specially crafted by the caster or others dedicated to the service of the deity.
- +1 The *higher consecration* spell is cast on an altar consecrated to the deity or ground sacred to the deity.
- +1 The item is being prepared at the command of the deity (either expressly or through dream visions).
- +1 The material components have either been made or gathered personally by the caster.
- 1 Holy water is omitted (good priests only).
- 1 Unholy water is omitted (evil priests only).
- 2 Plain water is used.
- 2 The caster knows the item is physically flawed or incomplete.

An item that fails this saving throw crumbles to dust or is consumed by fire. Success cleanses the item and dedicates it to the deity. Typically, the success of the spell is demonstrated by the item briefly levitating and exuding a blue-white glow, but a deity may choose a different color of radiant glow, may wreath the item in unending flame, or may even make it vanish. (This latter if the casting priest is deemed unworthy or unready to possess the item or its continued possession by the faithful is imperiled by events—such as an impending attack on the temple in which the spell is cast.)

The material components are the priest's holy symbol and a spark struck from flint by a piece of cold iron; a pinch of earth from a dung heap on which plants have grown; a drop of holy water; a drop of unholy water; and a vial of air from a cavern, room, or passage in which a dragon used its breath weapon within 1 turn of the sealing of the vial. Spark, flint, and iron are all consumed in the casting.

Notes: Rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Highway

Quest spell, see appendix in Vol. 3.

Histachii Brew — Yuan-Ti

(Alteration)

Sphere: Animal, Creation

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 specially prepared brew

Saving Throw: Special

This incantation enchants a brew of yuan-ti venom mixed with certain herbs and roots. The resulting broth transforms any human who ingests it into a histachii in 1d6+6 days if the imbiber fails a saving throw vs. poison with a -4 penalty. If the saving throw is successful, the subject immediately lapses into a coma; death follows in one hour unless the subject is revived with a *slow poison* or *neutralize poison* spell. The transformation can be prevented following a failed saving throw by the application of the spells *neutralize poison*, *dispel magic*, *remove curse*, and *heal*, in that order. The subject permanently loses 1 point of Intelligence; however, a *limited wish* or *wish* spell reverses the transformation with no loss of Intelligence. Once the transformation is complete, only a *wish* spell can restore the subject.

A nonhuman who drinks histachii brew must make a saving throw vs. poison with a -4 penalty. If successful, the nonhuman becomes violently ill and is unable to take any action for 1d4 turns. If the saving throw fails, the nonhuman becomes comatose and dies in 1d4+1 rounds.

The distillation maintains its potency for one hour, plus three turns per level of the priest who created it, before losing its enchantment. The unenchanted histachii brew makes those who consume it ill for 1d3 rounds if a saving throw vs. poison is failed, but otherwise has no effect.

The material component is a liquid mixture of distilled herbs, roots, and yuan-ti venom in a small flask. The distillate is not consumed in the casting.

Notes: Granted by the yuan-ti god Sseth.

Hoar, Hand of

See hand of Hoar.

Hoar's Revenance

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 corpse

Saving Throw: None

When cast on the corpse of any sentient being killed by another sentient being, whether the death was accidental or deliberate, this spell causes the corpse to rise as a revenant, as detailed in the *MONSTROUS MANUAL* tome, and to immediately seek out its killer. If the corpse's killer is already dead, this spell is has no effect and is wasted. There are no ability score requirements for the dead character as there are for naturally occurring revenants, but a salvageable corpse (at least in good enough shape to transform into a skeleton or zombie if an *animate dead* spell were used) must be used. The priest has no control over the revenant and may even be attacked by the undead creature if he or she interferes in its quest for revenge. The revenant tracks its killer until it destroys the killer or until 3-6 months pass, at which time its body disintegrates and its spirit rests in peace.

The material components are the priest's holy symbol and some token that was important to the deceased being (such as a favored scarf, locket, and so on).

Notes: Granted by Hoar the Doombringer of the FORGOTTEN REALMS setting.

Hold Animal

(Enchantment/Charm)

Sphere: Animal

Level: 3

Range: 80 yds.

Components: V, S

Casting Time: 6

Duration: 2 rds./level

Area of Effect: 1 to 4 animals in a 40-ft. cube

Saving Throw: Neg.

By means of this spell, the caster holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The *hold* lasts for two rounds per caster

level. The caster decides how many animals are affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw; if only one is the subject of the spell, it has a penalty of -4 to its roll; if two are subject, each receives a penalty of -2 to its roll; if three are subject, each receives a penalty of -1 to its roll; if four are subject, each gets an unmodified saving throw.

A maximum body weight of 400 pounds (100 pounds for nonmammals) per animal per caster level can be affected—for example, an 8th-level caster can affect up to four 3,200 pound mammals or a like number of 800 pound nonmammals, such as birds or reptiles.

Notes: Common for druids (PHB).

Hold Metal

(Enchantment/Charm)

Sphere: Charm

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 5 sq. ft./level

Saving Throw: None

By casting this spell, the priest causes all ferrous metal (iron, iron alloys, and steel) within the spell's area of effect to be held fast, just as a person would be by a *hold person* spell. Swords being swung, pendulum blades arcing, and other metallic objects stop in midstrike. Although these metal objects can be touched, they cannot be moved for the duration of the spell, as if the metal weighed tons or was held fast by *sovereign glue*.

This spell is often used to prevent individuals from drawing weapons or from removing metallic or partially metallic objects from the affected area. The spell is especially useful against individuals clad in chain or plate mail. Beings wearing any ferrous armor find that while under the effects of this spell they cannot move. Furthermore, anyone wearing metal or carrying metal items who enters the area of effect of an already operating *hold metal* spell finds that such metal is instantly rendered immobile—from weapons to metal buttons, from buckles to cloak clasps.

Nonferrous metals are unaffected by *hold metal*, so an individual wearing bronze plate mail or picking up a silver candelabrum is able to proceed normally if the item in question does not have iron or another ferrous metal hidden within it (such as a plating of nonferrous metal over steel or

iron). Note that most nonferrous metals are not sturdy enough for use in heavy tools without some ferrous metal alloyed with them.

Notes: Rare spell from the FORGOTTEN REALMS setting. Very early sources list this spell as 3rd level

Hold Person

(Enchantment/Charm)

Sphere: Charm, Law

Level: 2

Range: 120 yds.

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 1 to 4 persons in a 20-ft. cube

Saving Throw: Neg.

This spell holds 1 to 4 humans, demihumans, or humanoid creatures rigidly immobile and in place for five or more rounds. The spell lasts two rounds per caster level, and the priest must be of at least 3rd level to cast the spell.

The *hold person* spell affects any bipedal human, demihuman, or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, mixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not. Undead creatures cannot be held.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three or four persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls the saving throw with a -1 penalty; if the spell is cast at but one person, the saving throw die roll suffers -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison. The priest casting the *hold person* spell can end the spell with a single utterance at any time; otherwise the duration is five rounds at 1st level, six rounds at 2nd level, seven rounds at 3rd level, and so on.

The material component is a small, straight piece of iron.

Notes: Common for clerics (PHB).

Hold Plant

(Enchantment/Charms)

Sphere: Plant

Level: 4

Range: 80 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Neg.

The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, and so on.

The duration of a *hold plant* spell is one round per level of experience of the caster. It affects 1 to 4 plants in a 40-foot × 40-foot area—or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If but one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

Notes: Common for druids (PHB).

Hold Poison

(Necromancy)

Sphere: Healing

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: None

This spell is an improved version of *slow poison*, with a duration measured in days rather than hours. When cast upon a subject who has been poisoned by any means, *hold poison* arrests

the venom and prevents it from doing any additional damage. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the *hold poison* is in effect, the subject can be cured or healed of damage caused by poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned individual before a previous *hold poison* wears off. However, each time a new *hold poison* is used to stop the venom's advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the subject a stay of death for a few days. This can be an extremely effective threat if the subject doesn't have access to a *neutralize poison* spell.

The material component is the priest's holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).

Notes: Uncommon spell (PO:SM).

Hold Undead — Savant

(Abjuration)

Sphere: Protection

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Up to 4 undead creatures in a 20-ft. cube

Saving Throw: Neg.

With this spell, the clerical savant is able to hold 1 to 4 corporeal undead creatures—even those not normally affected by *hold* spells. The creatures are held rigidly immobile and in place for five or more rounds. If a held creature is attacked while under the influence of the spell, the hold is broken.

The effect is centered on a point selected by the savant, and it affects corporeal undead selected by the caster within the area of effect. If the spell is cast at three or four undead, each gets a normal saving throw vs. spell; if only two are selected, each rolls the saving throw with a -1 penalty; if the spell is cast at but one creature, the saving throw suffers a -2 penalty. Saving throws are adjusted for Wisdom. The spell has no effect upon undead creatures that make their saving throws.

Held undead cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the creature's condition due to, for example, exposure to daylight. The savant casting the *hold undead* spell can end the spell with a single utterance at any time; otherwise the duration is five rounds at 5th level, six rounds at 6th level, seven rounds at 7th level, and so on.

The material component is the priest's holy symbol.

Notes: Restricted to cleric-savants. Optionally available to necromancer-priests. (Updated from *DRAGON Magazine*.)

Hold Wave

(Evocation)

Sphere: Elemental Water

Level: 4

Range: 10 yds.

Components: V, S

Casting Time: 6

Duration: 1 turn + 1 turn/level

Area of Effect: 20 ft. × 20 ft. area

Saving Throw: Special

This spell immobilizes normal wave motion in a 20-foot by 20-foot area. It stills the waters, permitting drowning sailors, lost cargo, or other items to be fished out of heavy seas. When cast during heavy chop, the ocean within the area of effect becomes as still as pond water; if seas are heavier than this (as during a violent storm), the wave action is reduced to heavy chop.

If the sea is agitated by an elemental or hostile magic, *hold wave* fails unless the spellcaster makes a saving throw vs. spell. If the seas are already affected by *hold wave*, the hostile spellcaster or elemental must make a saving throw to disrupt the magically calmed waves.

Notes: Granted by gods of the sea. (Updated from *DRAGON Magazine*.)

Holly Dart

(Alteration, Evocation)

Sphere: Plant

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

This spell transforms a sprig of holly into a deadly missile, which must be hurled immediately at a living creature. A creature not warded by a protective magical item (ring, bracers, armor, and so on) is automatically struck; otherwise, the caster must make an attack roll at a +6 bonus. The creature struck must save vs. death at a -6 penalty or be killed instantly. If the saving throw is successful, the subject takes 2d8+1 points of damage instead.

The material component is a sprig of holly.

Notes: Very rare druid spell. (Updated from *POLYHEDRON* Newszine.)

Holy Flail

(Alteration, Invocation)

Sphere: Combat, Creation

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 nonbladed weapon or the caster's holy symbol

Saving Throw: None

This spell allows the caster to transform his or her holy symbol or any nonbladed weapon wielded by another being that the priest touches into a magical *holy flail*. The holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid handhold. This invisible, crackling spectral flail has a +2 attack bonus when wielded in battle and is considered a magical weapon for attack purposes. The spell also conveys proficiency in its use upon the wielder if this does not violate class restrictions. The *holy flail* is considered a footman's flail for general purposes.

A strike from a *holy flail* inflicts 1d6+1 points of damage. If a *holy flail* is wielded by a priest of the same religion as the caster, a hit inflicts an additional 1 point of damage per experience level of the caster to all undead creatures. If the wielding caster is good or evil, a hit inflicts an additional 1 point of damage per experience level on a creature of opposite morality (that is, good vs. evil—lawful vs. chaotic does not matter). If the caster is neutral, the alignment-oriented damage does not apply.

A *holy flail* created from a holy symbol can be wielded only by a priest of the same deity as the symbol, or the flail vanishes. If *holy flail* is cast upon a weapon held by a creature of opposite

moral stance to the casting priest (see above), the *flail* does not form. A *holy flail* vanishes if it is transferred from one wielder to another unless the recipient is the caster or another priest of the same deity. A *holy flail* does not require concentration to maintain and can be dropped to enable spellcasting or thrown as a weapon without vanishing.

The spell requires the caster's holy symbol or a nonbladed weapon (which is not consumed by the spell) and a pinch of powdered gemstone.

Notes: Granted by Tempus, war god of the FORGOTTEN REALMS setting.

Holy Might

(Alteration)

Sphere: All, Creation

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Permanent

Area of Effect: 1 item no larger in volume than twice the caster's body volume

Saving Throw: None

This spell strengthens inorganic substances so they do not rot or age. The caster touches one item, which can be crafted of any number of inorganic substances joined together but must not be larger in total volume than twice the caster's body, and *holy might* takes effect. Organic substances, such as glues, can be present in the object, but if they make up more than a tenth of its total volume, the spell fails. Any fractures or weaknesses existing in the item are purged, so that it is whole, looks like new and is free of blemishes. In addition, fragile substances are hardened, and hard substances made more resilient; an item treated with *holy might* gains a bonus of +6 on all item saving throws vs. acid, crushing blow, disintegration, fall, normal fire, and cold.

The material components of this spell are a whole and unflawed ruby, emerald, or sapphire of not less than 3,000 gp value, a silver or chunk of darkwood of the same size or larger than the diamond, a piece of chitin of about the same size from a beholder, ankheg, or bulette, a piece of obsidian of any size, and a black dragon acid.

Notes: Rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Holy Star

(Invocation/Evocation)

Sphere: Combat, Protection

Level: 6

Range: Touch

Components: V, S

Casting Time: 9

Duration: 4 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell brings into being a twinkling blue-white mote of light that hangs beside one shoulder of its caster and moves with him or her. It is not blinding in its brightness and is quite beautiful. It has three functions that the caster can decide between at the beginning of each round of its existence (once set, the choice cannot be changed until the next round).

- Reflect any one spell 100% back at its source.
- Block any one attack, magical or physical, absorbing all of its effects harmlessly.
- Emit a stabbing bolt of force at a single creature within 90 feet at THAC0 10. A hit burns the creature internally for 4d6 points of damage (no saving throw).

A *holy star* can emit a maximum of two such beams, but the firing of the second one causes the magic to expire immediately.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Holy Symbol

(Conjuration/Summoning)

Sphere: Creation

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None

This spell is used to prepare a priest's holy symbol or to create a new symbol to replace a lost or damaged one. The new symbol-to-be must be crafted of appropriate material, depending on the religion/deity in question, and must be of the proper shape and design—a priest cannot pick up just any item and make it into a holy symbol. A priest can possess two holy symbols at one time, and this spell can be used to create a second one as a spare. No priest can create a holy symbol related

to a religion or deity other than the one that he or she worships. The holy symbol of a good or evil priest will radiate a faint aura of good or evil, but is not a magical object per se. The holy symbol of a priest who is of neutral morals (with respect to good and evil) will have no such aura.

The spell requires the symbol-to-be as a focus for the spell energy.

Notes: Uncommon spell.

The casting of this spell might be restricted to once per day or once per week at the DM's option.

Holy Vesting

(Alteration, Evocation)

Sphere: All, Creation

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn + 1 rd./3 levels

Area of Effect: Special

Saving Throw: Special

This spell is used to imbue readied items with magical powers. The caster touches first the destina-

tion item and then any other items that hold magic that is to be drained into the destination item. The items to be drained may be potions, spell scrolls, parchments with magical command words or inscriptions, *focal stones*, or existing magical items.

A *holy vesting* creates a shimmering disturbance in the air between the readied recipient item and any items being drained. This shimmering remains visible until the spell ends, whereupon it fades. One power or control property is transferred per round to the destination item. Often, the absorption of powers can be seen by observers due to the sequential disappearance of *focal stones*, spell scrolls, and the like. Powers and magical controls drained by a *wondrous web* are transferred intact to the destination item and there combined harmoniously, being held within the item in stable magical stasis until the item is awakened by use of an *awakening* spell. (Control conditions are attached to the magics they are intended for, powers that are to work in sequence are arranged that way, and so on.)

Only existing magical items are allowed a saving throw against this spell. Any item having less than three effects or functions has a base saving throw of 9; any item with four or more effects or functions has a base saving throw of 11 and adds one point per function beyond four. If the item successfully saves against the effect of *holy vesting*, it is unaffected. If it fails, the *holy vesting* draws a random function out of it. If any of its effects or functions drain charges to function, they are affected first, and 1d4 charges are transferred per round, not the ability to perform the function. For items lacking charges, the ability to perform the effect is permanently taken from the item, possibly destroying it or rendering it nonmagical. The *holy vesting* spell provides no mitigation or protection against any explosive effects that might be built into the destruction of an item.

Holy vesting can be ended prematurely if the caster so wills. Whichever magic is in transit (if any remain untransferred when the spell is ended) is ruined and lost, but those that have already entered the destination item are unaffected, as are the powers or properties not yet taken from their original holding places. A *dispel magic* disrupts a *holy vesting* spell if the spell is not performed on an altar dedicated to the caster's deity (which provides the spell immunity from *dispel magic*). Other magical attacks (short of a properly worded *limited wish* or *wish* spell) do not affect the vesting. Missiles or thrown weapons that strike the caster while the spell is being cast have the normal likelihood of ruining the casting, but once the *holy vesting* spell is cast, they have no effect on its progress unless



the caster loses consciousness or perishes, which ends the *holy vesting* prematurely as described above.

The material components are one drop of holy water consecrated to the caster's deity for the item to be imbued, one for each source of magic to be connected to it, and a stick or block of burned incense.

Notes: Very rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Holy Word

(Conjunction/Summoning)

Reversible

Sphere: Combat

Level: 7

Range: 0

Components: V

Casting Time: 1

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: None

Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects creatures of differing alignment as shown on the table.

Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

The reverse, *unholy word*, operates exactly the same way but affects creatures of good alignment.

Notes: Common for clerics (PHB).

Effects of Holy Word

Creature's Hit Dice or Level	General		Attack		Spells
			Move	Dice	
Less than 4	Kills	—	—	—	—
4 to 7+	Paralyzes	—	—	—	—
	1d4 turns	—	—	—	—
8 to 11 +	Slows	—	—	—	—
	2d4 rds.	-50%	-4*	—	—
12 or more	Deafens 1d4 rounds	-25%	-2	50% chance of failure	—

*Slowed creatures attack only on even-numbered rounds until the effect wears off.

Home Port

(Invocation/Evocation)

Sphere: All

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 week/level

Area of Effect: Creature touched

Saving Throw: None

This spell bestows an unerring sense on a person so that the individual knows how to take a vessel that he or she is steering or navigating back to its *home port*, regardless of how far off course the ship may have been blown by storm or happenstance. The *home port* is defined as where the ship was launched or the place it returns to berth most often. This spell cannot be modified to home in on an intervening port of call.

The spell requires a pebble from the vessel's native port, held by the spell recipient. The rock is not destroyed in the spellcasting.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Horn of Plenty — Halfling

(Conjunction)

Sphere: Creation

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn

Area of Effect: 1 hollow horn of a ram

Saving Throw: None

This spell transforms a hollowed horn of a ram or giant ram into a magical cornucopia. In the first 5 rounds after the spell is cast, fresh vegetables, fruits, and grains tumble forth from the *horn of plenty*, in quantities sufficient to feed up to six human-sized creatures or two horse-sized creatures for one day. In the second 5 rounds, wine, water, or ale gushes forth from the *horn of plenty* sufficient to quench the thirsts of up to six human-sized creatures or two horse-sized creature per level of the caster for one day.

During the casting, the caster must specify the type or types of fruits and vegetables and the type of liquid to be dispensed. It is up to the caster to determine how, if at all, the food or beverage is contained so that it does not spill all over the ground; casters often arrange to have containers

placed on the ground to catch the bounty. The enchantment of the *horn of plenty* fades once the spell is cast, but any food or drink created by means of this spell is permanent and nonmagical in nature and spoils and decays normally.

The material component is the priest's holy symbol.

Notes: Granted by the halfling deity Yondalla.

Horns of Hathor — Old Empire

(Alteration)

Sphere: Combat, Animal

Level: 2

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell embodies the wrath of Hathor when her charges are threatened. When she casts *horns of Hathor*, the priestess grows a set of horns from her head and can use them to gore opponents, much like a minotaur.

The priestess can attack with the horns once per round; attacks with the horns are with the THAC0 of a fighter of the same level as the caster. Damage inflicted is 2d4 per successful attack. If the priestess is 30 feet or more from an opponent, she can lower her head and charge against any creature that is at least 5 feet tall. She receives the normal +2 attack bonus for charging and inflicts 4d4 points of damage if she hits.

The material component is a small piece of the horn of a cow, bull, or minotaur.

Notes: Granted by the Mulhorandi goddess Hathor of the FORGOTTEN REALMS setting.

Hovering Road

(Conjuration/Summoning)

Sphere: Travelers

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell creates a magical 10-foot-wide road extending 10 feet in front of the caster. The road lasts for the duration of the spell, creating a 10-foot area ahead of the caster as long as he or she

continues to move forward. The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite. Creatures move on the *hovering road* at their normal movement rate, ignoring the effects of surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as desired. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly hostile terrain. The caster can cause the road to rise over a jungle or cross a chasm.

The road has AC 0 and is impervious to nonmagical weapons. If it suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless destroyed, the entire road remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a loop of gold wire.

Notes: Common for priests with major access to the sphere of Travelers (*ToM*).

Humansize — Halfling

(Alteration)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 6 rds. + 1 rd./level above 5th

Area of Effect: 1 halfling

Saving Throw: None

This spell makes a halfling grow to the size of a human and appear exactly human in all ways. Everything the halfling is wearing and carrying (equipment) also grows proportionately. A short sword, for example, grows to the size of a long sword. The spell does not cause the halfling to be disoriented or clumsy; the recipient is adjusted to and in control of the larger body as if it were normal-sized. The larger halfling also gains 2 additional points of Strength. If the halfling's Strength goes above 18, it goes to the first percentile rank (18/01). The true race of *humansized* halflings cannot be discovered even by magical means. A priest using the spell personally can return to normal at will, ending the spell; other-

wise, the halfling remains *humansized* until the duration ends.

Notes: Granted by the halfling god Arvoreen the Defender.

Hunger

(Alteration)

Sphere: Animal, Plant

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 individual

Saving Throw: Neg.

An individual affected by *hunger* no longer gains sustenance from food. No matter how much the individual eats, that individual still feels hungry. If the spell does not end, the individual eventually may starve, visibly wasting away.

After one day under the spell's effect, the individual's concentration suffers (due to a preoccupation with a constant hungry feeling). This causes a -2 penalty to all ability and proficiency checks. On the eighth day without food, an individual who has been maintaining normal activity levels loses 1 Strength point; on the ninth day, 1 Constitution point. This alternating pattern continues until one of the individual's ability scores falls to 3; at this point, the individual becomes comatose. If a score reaches 0 before the *hunger* spell ends, the individual dies. When the spell ends, lost points are regained at a rate of 1 Strength and 1 Constitution point per day.

When casting the spell, the spellcaster secretly whispers a particular type of food; by eating the specified food, the individual breaks the spell. It must be a single, natural food (such as lamb, honey, or an apple) but can be exotic (dragon meat) as long as the caster has tasted it personally at some point.

The *hunger* spell cannot be dispelled but can be broken by the *remove curse* spell. Failing all else, a sufferer must wait until the spell ends.

The material component is a pinch of the food that can end the spell.

Notes: Uncommon for druids.

Hunt Nemesis — Barbarian

(Conjuration/Summoning, Alteration)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1-4 days

Duration: Special

Area of Effect: Special

Saving Throw: None



The *hunt nemesis* spell is cast during the ritual in which a barbarian cleric rises a level. This spell forces the nemesis spirit to go to the area where the cleric must battle it. When the spell is cast, the cleric lies down and is encircled by the equivalent of a *sanctuary* spell; then the caster passes into a trance (treat as a *feign death* spell). From the viewpoint of the cleric, the apparition of the nemesis and the subsequent battle are very real; the fight is played out as if a battle was really taking place between two face-to-face foes who begin 100 feet apart on a flat plain. The spell lasts until the battle ends in the "death" of a participant. Any onlookers merely see the entranced cleric (if the *sanctuary* effect allows). Failure to win means the cleric must complete a special quest before undergoing the ritual again.

Notes: Restricted to those barbarian clerics whose tribes follow this ritual. (Updated from *DRAGON* Magazine.)

Hurl Rock — Dwarf

(Alteration)

Reversible

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: 1 rock (see below)

Saving Throw: None

This spell allows a dwarf to suddenly and violently use *telekinesis* on a loose rock, hurling it as a missile. Only stone can be used (either natural stone or petrified objects). The stone must be loose; it cannot be part of a wall, rock face, or ceiling. The projectile strikes with the caster's THAC0. The range of this spell refers to the distance between the priest and the potential stone missile. The projectile can leap up to 30 feet vertically and up to 30 feet horizontally. Misses use

the grenade-like missile table in the *DMG* to determine the point of impact.

The caster can move up to 2 cubic feet of rock per level. Rocks that are too large are felt as such; the priest can choose another rock in the same round. If the second rock it is also too large, the spell is wasted.

At times it may be important to know what damage the missile itself sustains after being hurled; for instance, if it is a fragile, valuable object, or, say, a petrified companion. The missile suffers 2d4 points of damage from its use in this spell and double that damage if it falls more than 50 feet in the process. This shatters the missile if it is brought to 0 hit points. Assume rocky missiles to have an average total of 6 hit points per 2 cubic feet, so that a rock of the maximum size that a 3rd level priest can move (6 cubic feet) has 18 hit points.

Rocky missiles that shatter spray shrapnel; all creatures within 10 feet of the landing site of a missile must successfully save vs. spell or suffer 1d4+1 points of damage.

Any item struck by the missile or its shrapnel (see above) must make an item saving throw vs. crushing blow. A being struck by the missile suffers damage as shown on the table.

The material component is a tiny pebble, held in the priest's hand and not consumed during casting.

Rock Volume (in cubic feet)	Damage
1-2	2d4
3-4	2d8
5-6	2d10
7-8	3d8
9-10	3d10
More than 10	4d12

The reverse of this spell, *rock shield*, allows the caster to deflect rocky missiles of all types and from all sources. The shield remains in effect for 1 round per level, and is infallible against all missiles whose edges contain or are made of stone. Once cast, it does not require continued concentration or further action. The deflections are in

directions uncontrollable by the user of the shield. Use the grenade-like missile table from the *DMG*, noting that deflections can hit companions of the shield-user or his or her enemies. *Rock shield* is incompatible with *protection from normal missiles*.

The reverse of the spell requires two small pebbles (which are not consumed) and a translucent piece of glass, mica, ice, crystal, or a gem.

Notes: Granted by the dwarven goddess Hasia Brightaxe.

Hurl Thunderbolt

(Evocation)

Sphere: Combat, Weather

Level: 4

Range: 30 yds. + 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 creature

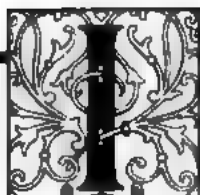
Saving Throw: Special

This spell enables a priest of Gilgeam to hurl a bolt of lightning from his or her upraised holy symbol to strike a single creature. The bolt causes 1d4 points of electrical damage per level of the priest to a maximum of 10d4. If the creature succeeds at a saving throw vs. spell, the damage is halved.

In addition, the bolt unleashes a clap of thunder upon striking its target (or reaching the end of the spell range) that affects anyone within 30 feet of the thunderous noise. Everyone within range, including the target creature, must make a separate saving throw vs. spell. Success indicates the creature is deafened for 1d4 rounds. Failure indicates that the creature is deafened for 1d6 rounds and stunned (reeling and unable to act) for 1 round.

The material component is the priest's holy symbol.

Notes: Granted to priests of Gilgeam in the FORGOTTEN REALMS setting.



Ice Blade

(Alteration, Evocation)
Sphere: Combat, Weather

Level: 4
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 1 rd./level
Area of Effect: 4-ft.-long, 4-inch-wide field of force
Saving Throw: None

This spell creates a sword-shaped formation of jagged, fast-swirling ice shards extending from the caster's hand. Weightless and non-metallic, it is considered a +2 enchanted weapon for purposes of determining what it can hit and strikes at THAC0 6, regardless of the caster's normal combat abilities. An *ice blade* can pass through (be swept across) parrying weapons and obstacles such as trees without being stopped by them. Its touch lacerates for 3d4 points of damage and chills for an additional 1d6 points of damage.

The material component is a shard of ice, glass, or crystal.

Notes: Granted by Auril, called Frostmaiden, of the FORGOTTEN REALMS setting.

Ice Spikes

(Alteration)
Sphere: Combat, Elemental Water

Level: 3
Range: 0
Components: V, S, M
Casting Time: 6
Duration: 1 rd./level
Area of Effect: The caster's fist
Saving Throw: None

This spell brings into being a ball of rock-hard ice around one of the caster's fists, a ball that bristles with spikes, resembling an exaggerated replica of the head of a mace. The magic of the spell protects the fist from all damage while the spell lasts (it can be ended at any time by the silent will of the caster). It improves the caster's THAC0 (for aiming blows with the fist only) by 2 points. A blow from an ice spikes fist does 1d4+4 points of damage, and the fist is considered a +2 magical weapon for purposes of determining what it can hit. Note that the spell effect precludes most spellcasting and the performance of many other activities (such as climbing at the

usual rate, casting additional spells, tying knots, and so on).

If the caster willingly sacrifices some of his or her own hit points, the damage done by a single attack with the *ice spikes* fist can be augmented by a like amount. For example, if 4 hit points are sacrificed by the caster, the blow they empower inflicts 1d4+8 points of damage. Hit points sacrificed are not lost if the attack misses, and are restored by normal rest or healing magic. (A sacrifice is not automatically assumed for the next blow of the fist after a miss; the caster decides separately for each fist attack.)

Whenever an augmented fist attack strikes a natural or magical mass or wall of ice (regardless of how many points have been sacrificed), the caster of the *ice spikes* spell must make two saving throws vs. spell. If both succeed, the mass of ice shatters and collapses. If only one roll is successful, the struck ice is marred enough to form a handhold, but takes no additional damage. If both throws fail, the target ice is entirely unaffected.

The material component is an icicle or sliver of ice of any size and origin.

Notes: Granted by Auril, called Frostmaiden, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Ice Walk

(Alteration)
Sphere: Elemental Water

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 1 turn + 1 turn/level
Area of Effect: Creatures touched
Saving Throw: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any snow or ice as if it were firm ground. This does not include free-flowing water, but does include even the thinnest frozen surface or very powdery snow. The recipient's feet do not touch the surface of the ice or snow, and no trace is left by their passage. The recipient's rate of movement remains normal. For every level of the caster above 1st, he or she can affect another creature. If *ice walk* is cast under water or while buried in snow, this spell has no effect until the recipient gets on top of some ice or snow, although the spell duration is expended normally.

The material components for this spell are a piece of ice or some snow and the priest's holy symbol.

Notes: Granted by Ulutuu, the Lord in the Ice, of the FORGOTTEN REALMS setting.

Idea

(Divination)

Sphere: Thought

Level: 2

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant. This spell can be cast only once in any 6-hour period.

If there are no forgotten facts, the DM can, if desired, reveal new information relevant to the condition at hand. The DM should adjudicate this spell carefully. The reminder or information is relevant and useful but shouldn't unbalance the situ-

ation. The information might be cryptic, depending on the DM's campaign.

The material component is a gold coin

Notes: Common for priests with access to the sphere of Thought (ToM).

Illumination

(Alteration, Divination)

Sphere: Sun, Thought

Level: 5

Range: 0

Components: V, M

Casting Time: 8

Duration: Special

Area of Effect: The caster

Saving Throw: None

By means of an *illumination* spell, the priest in effect alters the flow of time with regard to himself or herself. While the spell is in effect, the caster is enveloped in a golden radiance and is immune to all attacks except those caused by cold-, darkness-, or shadow-based spells, spell-like abilities, magical items, or breath weapons. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level (to a maximum 1 turn total), in contact with his or her deity. Thus, a 5th-level priest can seek illumination for seven rounds while one round passes for all others. The priest can request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question per phantom round. Optionally, the DM can give a single short answer of five words or less rather than answering "yes" or "no." The answers given are correct within the limits of the entity's knowledge. ("I don't know" is a legitimate answer.) The spell will, at best, provide information to aid character decisions, and the deity contacted structures its answers to further its own purposes.

While affected by the *illumination* spell, rather than ask a question during a round, the caster can request that the power contacted bestow a *cure light wounds*, *cure blindness or deafness*, *cure disease*, *prayer*, or *free action* spell upon him or her. The casting of any of these spells other than *cure light wounds*, which can be granted up to four times, ends the spell, and no further questions are answered by the deity contacted. The caster cannot cast spells on others while affected by an *illumination* spell, nor can he or she move, become invisible, or engage in any other action other than those described above.

The material components of this spell are the priest's holy symbol and holy water.



Notes: Granted by the sun god Amaumator of the FORGOTTEN REALMS setting.

Illusory Artillery

A 5th-level spell of the sphere of War. See appendix in Vol. 3.

Illusory Fortifications

A 7th-level spell of the sphere of War. See appendix in Vol. 3.

Ilmater, Endurance of

See endurance of Ilmater.

Ilmater, Favor of

See favor of Ilmater.

Ilmater's Fist

(Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 90 yds.

Components: V, S

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell brings into being a spectral flying fist. This flashes through the air to unerringly hit a single chosen target creature. The fist deals damage to the creature equal in hit points to all damage suffered by the caster (from all sources and ignoring healing magic that may have been applied) in the preceding hour. Having delivered its lone attack, it vanishes.

The flying fist fades away harmlessly if the target creature passes beyond spell range or if it comes into contact with a *dispel magic* effect or a continuous magical barrier. (It can find its way around barriers that do not seal against solid walls or surroundings.) Once the casting is completed, the caster of Ilmater's fist cannot change the chosen target.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Image of the Sorcerer-Kings

(Alteration)

Sphere: Cosmos

Level: 4

Range: 1 yd.

Components: S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 templar's sigil

Saving Throw: None



This spell can be used only by templars. When a templar's sigil is presented and this spell is invoked, the priest is affected as if the *hand of the sorcerer-kings* spell had been cast. The shimmering field created diffuses magical energy, giving the templar a +2 bonus against all spells cast against him or her.

The sigil is also empowered with the ability to cause *fear* by touch for the duration of the spell.

Notes: Restricted to templars from the DARK SUN setting, for whom it is common.

Imago Interrogation

Quest spell, see appendix in Vol. 3.

Imbue Purpose

(Enchantment)

Sphere: Guardian

Level: 6

Range: Touch

Components: V, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 weapon

Saving Throw: Special

This spell allows the priest to give a weapon the purpose to slay a particular type of creature (ghouls, bears, elves, and so on) for a period of 24 hours. If the priest is good, the creature type must be evil. The weapon is treated as a +3 weapon for attack and damage. A magical weapon with greater bonuses uses those instead. A priest cannot *imbue purpose* to more than one weapon at a time.

Any subject creature hit by the weapon must make a saving throw vs. death or be slain instantly. If a creature with 8 or more Hit Dice is slain by the weapon, the spell ends immediately. Any creature subject to the slaying effect that is hit by the weapon and survives must make an immediate saving throw vs. spell or flee as if affected by a *fear* spell.

The material component is powdered diamond dust worth 1,000 gp.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Imbue Undead With Spell Ability

(Necromancy)

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 undead creature

Saving Throw: None

This is a priest's version of the 5th-level wizard spell of the same name. The caster can affect one undead creature (which can be controlled without hampering this spell). The creature becomes a spell focus for the caster—who can cast any currently memorized spell through the creature. While the spell is emitted from the undead creature, all casting activity (including component use) is performed by the priest. Distance does not matter, provided the priest and undead remain on the same plane. However, unless other spells are used to see the undead creature's surroundings, or it is in a known location, such spells are hurled blindly.

The priest can cast one spell per round through the undead creature, up to a maximum of one spell per level of experience. This ability lasts until the creature is destroyed, the maximum number of spells is used, or the spell runs out (it can last up to day per level of the caster).

With this spell, a hidden priest can avoid direct combat. It can be cast on an undead affected by *revenge* and/or *undead battlemight*, and the spells will function simultaneously.

The material component is a drop of the caster's own blood.

Notes: Rare spell from the FORGOTTEN REALMS setting.

Imbue With Blood Ability

(Enchantment)

Sphere: Charm

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 1 individual

Saving Throw: None



This spell allows a priest to grant a blooded or unblooded individual the use of one blood ability for a limited time. The priest casts the spell and invokes the name of his or her god while holding the individual with one hand and his or her holy symbol with the other.

The priest has no control over the blood ability conferred on the individual. The recipient rolls for a blood ability as if rolling up a new blooded character, using Tables 12 and 13 in the *BIRTHRIGHT Rulebook*. The bloodline derivation of this temporary ability depends on the caster's faith, not the subject's nature.

Priest's Faith

Haelyn, Cuiraécen

Erik

Nesirio

Ruornil

Sera, Eloéle

Avani, Laerne

Kriesha, Belinik

Derivation Granted

Anduiras

Reynir

Masela

Vorynn

Brenna

Basaiða

Azrai

Nonhuman priests roll on Table 11: Bloodline Derivation when they cast this spell to determine the bloodline derivation of the ability they confer.

The strength of the blood ability is determined by the priest's level. If the priest is 5th-8th level, the blood ability granted is a minor one. A priest of 9th-11th level confers a major ability, and a priest who is 12th level or higher grants a great ability.

The individual instantly knows the blood ability gained and how to use it. An individual who receives a blood ability already possessed has the ability improved by one level, if applicable. Otherwise, the spell is wasted.

The material components are the priest's holy symbol and a few strands of hair pulled (not cut) from the subject's head.

Notes: Uncommon for priests from Cerilia, the *BIRTHRIGHT* setting; virtually unknown elsewhere.

Imbue With Spell Ability

(Enchantment)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Until used

Area of Effect: Person touched

Saving Throw: None

By the use of this spell, the priest can transfer a limited number and selection of his currently

memorized spells, and the ability to cast them, to another person. Only nonspellcasters (including rangers under 8th level and paladins under 9th level) can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full Hit Die. In addition, the being thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wound* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

Level of Recipient	Spells Imbued
1	One 1st-level spell
3	Two 1st-level spells
5+	Two 1st- and one 2nd-level spells

The transferred spell's variable characteristics (range, duration, area of effect, and so on) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another person loses the number of 1st- and 2nd-level spells he has imbued, until the recipient uses the transferred spells or is slain. For example, a 7th-level priest with five 1st- and four 2nd-level spells imbues a 10th-level fighter with a *cure light wound* spell and a *slow poison* spell. The priest now can have only four 1st-level spells memorized until the *cure* is cast and only three 2nd-level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to his ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item, from the recipient that is symbolic of his profession (a lockpick for a thief, and so on). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

Notes: Common for clerics (*PHB*).

Immobility, Azuth's

See Azuth's immobility.

Immunity To Weapons

(Alteration)

Reversible

Sphere: Protection



Level: 6

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 rd./3 levels

Area of Effect: Creature touched

Saving Throw: None

This spell makes the recipient immune to all non-magical and some magical weapons. For shukenja of 11th level or below, the spell makes the recipient immune to normal weapons of all types. Thereafter, for every 6 additional levels the shukenja possesses, one additional plus of immunity is gained. Thus a 12th-level shukenja renders the recipient immune to normal and +1 weapons, 18th level, +2 weapons or less, and so on. The subject can be struck by these weapons, but suffers no damage. The protection applies only against attacks made by weapons and weapon-like objects, not attacks made by natural abilities. In addition, creatures wielding weapons or weapon-like objects that can inflict high damage can hit creatures normally immune to normal weapons: eighteen or more points of damage hit as if they had a +1 item, 20 or more points equals a +2 item, 24 or more equals a +3 item, 28 or more points equals a +4, and 30 points or greater is equal to a +5 item. This is solely for calculating whether the subject *can* be hit, not the chance of hitting.

The reverse of this spell, *vulnerability*, lowers the plus required to hit creatures that can only be hit by magical weapons. A shukenja under 12th level lowers the plus required by -1, 13th to 18th -2, and so on. No saving throw is allowed.

The material component of both forms is a dagger worth at least 1 ch'ien (5 gp), which must be shattered when the spell is cast.

Notes: Common for oriental priests; otherwise, very rare.

Impart Knowledge

(Divination)

Sphere: Thought

Level: 2

Range: Touch

Components: S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: None



This spell allows the caster to communicate complex thoughts (including magical symbols, diagrams, maps, explanatory images—which can move in sequence to show a procedure—and the like) silently to the mind of the recipient by touch. This spell is often used to show an individual the likenesses of other beings as an aid to recognizing them, to show a clear route or directions to an unfamiliar place, or to quickly transfer lists of names, heraldic devices, or other symbols. The information is transferred instantaneously, leaving the recipient to mull its implications over later. The spell is of use to dying priests who have little time left or in the frenzy of battle when only moments of contact are possible.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting.

Impeding Permission

(Enchantment/Charm)

Sphere: Law

Level: 5

Range: 150 yds.

Components: V, S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell can be cast only on creatures with an Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with the subject's ability to make decisions: no action can be performed by the subject without first gaining the permission of the caster or an individual designated by the caster. The subject heeds only the individual designated by the caster.

Before undertaking any action, the subject must gain permission. The subject cannot follow through with an action started before the casting until permission is received. If permission is denied, the subject cannot act until he or she thinks of an alternate action and gains permission to perform it.

Each round, the subject must decide an action for that round; at the subject's initiative, permission must be asked and received to perform the action. If permission is denied, the subject can take no action that round. The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, take more time. The DM may consider adding a modifier to the subject's initiative roll in such cases.

Notes: Common for priests with major access to the sphere of Law (ToM).

Impenetrable Falsehood

(Abjuration)

Sphere: Divination

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 12 hrs.

Area of Effect: Creature touched

Saving Throw: None

This spell makes any untruth spoken by the caster or a touched spell recipient sound convincing and hides all untruths from a *detect lie* spell, similar magics, related spell-like abilities, and even the discernment of specialty priests of Tyr. It also foils ESP and other mind-reading magics or psionic abilities that could reveal a lie. True thoughts are hidden behind random ruminations on two or three topics mentally chosen by the caster as the spell is cast. For example, the possi-

ble whereabouts of a stream that must have been somewhere hereabouts; how soon the next apple crop might be ready; and the name of a particular merchant met years ago in a tavern and seen from afar down a crowded street just a tenday ago).

Notes: Granted by Leira, Lady of Mists, of the FORGOTTEN REALMS setting.

Impervious Sanctity of Mind

(Abjuration)

Sphere: Protection, Thought

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

When using this spell, the priest becomes completely immune to any mind-affecting spell, power, or psionic effect. This includes *amnesia*, *awe*, *beguiling*, *charm*, *command*, *confusion*, *domination*, *emotion*, *empathy*, *ESP*, *fascination*, *fear*, *feeblemind*, *hold*, *hypnotism*, *insanity*, *magic jar*, *mind blast*, *phantasmal killer*, *possession*, *rulership*, *sleep*, *soul trapping*, *suggestion*, *telepathy*, and any psionic attack or power of the telepathic discipline. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he or she doesn't wish to, it fails while *impervious sanctity of mind* is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.

Unlike the wizard spell *mind blank*, the *impervious sanctity of mind* offers no protection against detection or scrying. However, it is effective against some attacks and powers that *mind blank* is powerless against.

The spell requires a small ring of lead that was once breathed upon by a red dragon.

Notes: Uncommon for clerics (PO:SM).

Implore

Reversed form, abjure.

Implosion/Inversion

Quest spell, see appendix in Vol. 3.

Impregnable Mind

(Enchantment/Charm)

Sphere: Protection, Thought

Level: 5

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell guards the spell recipient against magical or psionic attacks that affect the mind. This includes *beguiling*, *charm*, *domination*, *feeblemind*, *hold*, and similar effects, as well as most telepathic psionic powers and attacks. Against magical influences, *impregnable mind* grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient can attempt one at no modifier. Against telepathic psionics, the spell inflicts a -6 penalty to the attacking psionicist's power checks, making it more likely that a psionic attack or telepathic contact will fail. *Impregnable mind* offers no protection against nontelepathic psionics, such as a telekinetic thrashing or other psionics that affect the body.

Notes: Uncommon for clerics (PO:SM).

Improved Entangle

See Sheela's entangle.

Inanimate Servant

(Conjuration)

Sphere: Creation

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 object/level

Saving Throw: None



By means of this spell, the shukenja can transform nonliving objects into helpers and servants, who are able to follow his commands and move about. The affected objects have a movement rate of 6, moving by whatever form of locomotion is most appropriate. These servants cannot fight for the caster, but can be used to perform tasks requiring great strength, proficiency, and skill. They are imbued with full intelligence to perform the task at hand and need no more direction than would a common worker. The objects can perform any task

in which the shukenja, or a designated foreman, has proficiency (except for tasks requiring artistic skill or judgment). They could assist a master carpenter in raising a building, help a farmer harvest a crop, be recruited to repair the walls of a castle, and so on. Their proficiency in the task is equal to that of the shukenja or foreman.

The material component is a miniature dummy of straw for each servant animated.

Notes: Common for oriental priests, otherwise, very rare.

Incarnation of Evil — Old Empire

(Alteration)

Sphere: Animal, Combat

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell is a limited form of the 9th-level wizard spell *shape change*. With this spell, the priest is able to assume the form of a crocodile, jackal, giant scorpion, or poisonous snake (an adder or asp) with most of the corresponding abilities and vulnerabilities thereof. If the snake form is assumed, roll 1d10 to determine the details of the snake's poison (see table).

1d10 Roll	Onset Time (rds.)	Poison Damage	Save Adj.
1-7	2d6	2d4	+1
8-9	1d4+1	death	+2
10	1	death	-3

Each form has the original hit points, THAC0, and intelligence of the priest, but any damage suffered in one form transfers between forms, including a return to the priest's normal form. One alteration in form can be made per round, and no system shock survival roll is required. The alteration in form is extremely quick and is always assumed to take place before any other actions are taken by anyone in a round; altering form does not preclude the caster from taking other action in a round at his or her normal initiative.

There is a 1% cumulative chance per use of this spell that Set permanently transforms the caster into a divine minion of Set (no saving throw, character becomes an NPC controlled by the DM).

The material components for this spell are the tooth of a jackal, the stinger of a scorpion, the

tooth of a crocodile, the jawbone of a snake, and the priest's holy symbol. If any of the first four components are not available, the spell can still be cast, but that form is not available to the caster.

Notes: Granted by the Mulhorandi deity Set of the FORGOTTEN REALMS setting.

Infestation

(Summoning)

Sphere: Elemental Earth

Level: 4

Range: 20 ft.

Components: S, M

Casting Time: 6 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



This spell is similar to *insect swarm* except that it summons thousands of tiny parasites from the surrounding area to take root in the clothes, hair, and sometimes even the skin of the subject. The creature is rarely aware of the casting, so the horrible effects of whatever parasites take hold are the first sign of the spell's success. This spell does not work against undead, ethereals, and other creatures unaffected by parasitic infestation. It takes about 1 day before *infestation* effects set in.

The spellcaster has no control over the type of parasites summoned. Roll on the table to determine parasitcal type. The exact effects of this spell depends on the type of parasite that appears.

Cure spells greater than *cure light wounds*, *remove curse*, and *heal* destroy the parasites instantly. If the *infestation* is not countered before destructive effects begin to affect the subject, the creature must be treated for those as well.

The material component can be any item that belongs to the creature. It is buried just beneath the earth as the spell is cast, and can be dug up and reused anytime thereafter.

Notes: Common for Elemental Earth priests from the DARK SUN setting.

PARASITE TYPE

1d6

Roll Results

- 1 *Ear Mites:* These microscopic creatures cause permanent deafness in 7–12 days (d6+6).
- 2 *Eye Mites:* Eye mites cause permanent blindness in 7–12 days (d6+6).
- 3 *Desert Lice:* Desert lice cause the host to feel generally unhealthy. Any saving throw made against disease or poisons are at a –2 penalty. The lice can be removed by smothering affected areas in oil or nonporous salves, or by magic.
- 4 *Skin-Worms:* These are the most dreaded parasites in all the wastes of Athas. They live in flesh and secrete a toxic waste that slowly poisons the host. Each day after the third day of infection, a saving throw vs. poison is required. Failure brings death in no more than 24 hours. A slow poison spell allows another saving throw for the day the spell was cast. A *neutralize poison* kill the parasites. A person always knows that he has skin-worms, the tell-tale sores mark his flesh and cause constant itching and pain.
- 5 *Sand Fleas:* These tiny creatures are a source of constant itching and discomfort. A creature infected by sand fleas ceases to heal at the normal 1 hit point per day rate, due to misery and discomfort. The creature becomes cranky and irritable, and suffers a –3 penalty to all reaction rolls. Sand fleas leap from host to host, almost like a contagious disease. Anyone traveling with the infested host rolls a saving throw vs. breath weapon every day. Failure indicates the infestation has spread.
- 6 *Mind Worms:* The Athasian mind worm is one of the strangest insect creatures on any world. These tiny vermin infest a creature's hair and scalp, secreting a drug that causes hallucinations, delirium, and hysteria. The host creature becomes confused, as if by a *feeblemind* spell, and often feels unseen things crawling over its body, or sees terrifying creatures lurking just beyond the next sand dune. The worms' effect grows in time, often, the first few hallucinations are mild and undetectable by any companions. Eventually, the subject's condition deteriorates, and it becomes obvious that some mind-altering ailment is at work. The usual spells kill the bugs, as does shaving the head and scrubbing the scalp.

Inflict Labor

Reversed form, ease labor.

Inflict Scurvy

Aka cause scurvy.

Infrainvisible

(Alteration)

Sphere: Sun

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 24 hrs. maximum

Area of Effect: Creature touched

Saving Throw: None

This spell masks the heat signature of the creature touched, causing it to be undetectable to infravision, although still visible to normal sight. Of course, the *infrainvisible* creature is not magically silenced, and certain other conditions (including *detect invisibility* spells and similar magics) may render the creature detectable. Even allies cannot see the *infrainvisible* creature or its gear with infravision, unless these allies can normally see invisible things, employ magic to do so, or employ normal sight.

Items dropped or put down by the *infrainvisible* creature become visible to infravision; items picked up disappear if tucked into the clothing or pouches worn by the creature. However, light and very hot heat sources (such as fire) never become *infrainvisible*, although a source of light or heat can become so (thus, in effect, creating a light or heat signature with no visible source).

The spell remains in effect until it is magically broken or dispelled, until the priest or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed.

The *infrainvisible* being can open doors, talk, eat, climb stairs, and so on, but a being who attacks immediately becomes visible to infravision, although the *infrainvisibility* allows a first attack against a creature relying solely on infravision. Highly intelligent creatures (Intelligence of 13 or more) with 10 or more Hit Dice or levels of experience have a chance to detect *infrainvisible* objects (a successful saving throw vs. spell means they noticed the *infrainvisible* object).

The material components of this spell are the priest's holy symbol and a drop of fire beetle ichor.

Notes: Granted by the elven god Shevarash.

Infravision, Shevarash's

See Shevarash's infravision.

Inheritance Assurance

(Enchantment)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 month

Area of Effect: Two creatures

Saving Throw: Special



Valued highly by regents across Cerilia, inheritance assurance guarantees that if a regent dies prematurely or far from home, his or her regency and bloodline pass to the chosen heir.

Both the regent and heir must be present for the casting of the spell. As long as the spell is in effect, the heir receives the scion's bloodline, abilities, and regency upon the instant of the scion's death. Even bloodtheft is impossible while this spell is in effect. The spell ends immediately, however, if the designated heir dies before the scion.

If bloodtheft is attempted with a *tighmaevril* weapon, the scion must roll a saving throw to prevent losing his or her bloodline and regency. The scion gains a +1 bonus to the roll for every 10 points of regency possessed.

This spell cannot be cast on an unwilling regent, but the heir can be unwilling. In such a case, the unwilling heir must be restrained during the casting in order for the spell to work.

The material components are a lock of hair from the scion and heir and a small silver paten on which the hair is placed. The paten is not consumed in the casting.

Notes: Uncommon in Cerilia, the BIRTHRIGHT setting; otherwise, virtually unknown.

Initiation

(Invocation)

Sphere: Elemental (All)

Level: 7

Range: Special

Components: V

Casting Time: 12 hrs.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



This spell is used to protect a student from the element allied with the caster. It also opens a link between the initiate and the beings to be served. Each elemental initiation has its own requirements.



Rumors abound that if an initiate's mentor dies while the initiate is protected by this spell, the student becomes a terrible undead creature. No one has ever proven this, but if true, the creature would be a ghastly fusion of the ruined remnants of the student and the element.

Notes: Universal for Elemental priests from the DARK SUN setting.

Initiation: A successful initiation marks a student's achievement of status as an Elemental cleric. The rites all involve a long journey to a desolate place and long sessions with the initiate's mentor. Thereafter initiations differ:

- Air:* Fall from a mountain peak.
- Earth:* Burial without food, water, or air.
- Fire:* A night spent in a blazing bonfire
- Water:* A night under natural, murky water.

Inkjet

(Alteration)

Sphere: Protection

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

When cast, the spell gives the priest the ability to jet away for one round at a movement rate of 18 in the direction he or she is facing, like a giant squid. The spellcaster must be careful about the direction chosen and not accidentally jet into an obstruction. Jetting into a solid object, such as a coral reef, the bottom of a ship, or into the sea floor causes 3d6 points of crushing damage. Jetting through plants, such as seaweed or kelp, causes 2d4 points of damage from being whipped by the fronds. If within 10 feet of the surface of the water, a spellcaster can jet straight upward and actually leap out of the water like a dolphin to a height of 1d8 feet. Ixixachitl priests and sahuagin priestesses sometimes use this leap technique to attack anyone who leans too far over the side of a ship or dock.

When jetting away, the priest leaves behind a great cloud of inky darkness that reduces visibility to zero within its confines. The cloud is a large oval shape, 60 feet high, 60 feet wide, and 80 feet long. The cloud lasts for five rounds, suddenly dissipating at the end of the fifth round. It cannot be negated by a *light* or *continual light* spell.

The material components are a small (not necessarily living) squid and a black pearl.

Notes: Uncommon for sea priests; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Inner Sanctum

(Enchantment)

Sphere: Wards

Level: 7

Range: Touch

Components: V, M

Casting Time: 1 turn

Duration: ½ hr./level

Area of Effect: 20-ft. diameter sphere

Saving Throw: Special

This spell seals a 20-foot sphere or a single room of like size against scrying, psionics, and magical entry (*teleport*, *dimension door*, and so on). It allows no access to or from other planes or dimensions. If not cast in an enclosed area, the sanctum area not only blends into the surroundings, but subtly affects the senses of creatures around it so that not only is it not detected, but creatures subconsciously avoid entering the warded area. The caster can, at will, allow others to see and enter the sanctum. The caster can see his or her own sanctum. The spell boundaries are not solid and do not prevent the entry of physical material, such as rain.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Inscribe

Aka inscribe speech.

Inscribe Speech — Old Empire

(Alteration, Conjunction)

Sphere: All

Level: 2

Range: 3 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell (more commonly known in Mulhorand as *inscribe*) enables the words of the caster to be directly etched on a piece of paper, vellum, or papyrus. All the caster need do is speak the words, and they are inscribed in the language he or she is speaking on any appropriate writing surface within 3 yards. If the caster subsequently speaks a spell during the spell's duration, the sounds of the verbal component are transcribed phonetically, but other

components of the spell are not transcribed, and the magical effect originally generated by the sounds is not called forth by anyone repeating the sounds.

The material components for this spell are squid ink, a hawk's feather, and papyrus.

Notes: Granted by the Mulhorandi deity Thoeth of the FORGOTTEN REALMS setting.

Insect Host

Athasian Dragon King magic, 10th level; psionic component renders the spell uncastable by priests.

Insect Plague

(Conjuration/Summoning)

Sphere: Animal

Level: 5

Range: 120 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 2 rds./level

Area of Effect: 180-ft. diameter × 60 ft. high cloud

Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the *insect plague*, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away; a *wall of fire* in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The *insect plague* lasts two rounds for each level of the caster, and thereafter the insects disperse.

The insects swarm in an area that centers around a summoning point determined by the spellcaster: the point can be up to 120 yards away from the priest. The *insect plague* does not move thereafter for as long as it lasts. The spell can be countered by a *dispel magic* spell.

The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

Notes: Common for clerics (PHB).

Insect Ward

(Abjuration)

Sphere: Animal

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 month/level

Area of Effect: Special

Saving Throw: None

The druid casts *insect ward* on special foci of the spell, a pair of rune-carved wooden stakes. The druid then plants one stake in the ground, walks up to 100 feet per level away, and plants the other stake. The spell forms an invisible, 30-foot-high barrier extending between the stakes along the path the druid walked. The barrier is 99% likely to cause a normal insect encountering it to turn and go in the opposite direction. If one or several barriers join to completely enclose an area, affected insects depart the area as well. Those insects trapped in the area become lethargic and slowly die off. While the spell remains, the warded area has only 1% of its normal insect population, which will affect the area's ecosystem as insects form a large portion of many creatures' diets. Details of this are left to the DM.

By means of the runes carved into the stakes, the druid determines what types of insects the spell excludes. This can be specific (for example, only mosquitoes and aphids) or general (for example, all plant-eaters, or all blood-drinkers). Giant insects are unaffected, as are magically summoned or controlled insects. The stakes radiate magic until the spell ends. If either stake is removed from the ground, even for a moment, the spell is broken.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Instruct

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 0

Components: V

Casting Time: 3 turns

Duration: Permanent

Area of Effect: 90 ft. radius

Saving Throw: Neg.



This spell fills the shukenja with great oratory ability, allowing the priest to explain the wonders of his or her religion to others. When cast, the shukenja sermonizes about the precepts of his or her ethos, attempting to sway or convert his listeners. For the duration of the spell casting, the shukenja is considered to have an 18 Charisma. Furthermore, the caster's words are inspired, providing hope and faith to all who listen. Everyone in the area of effect must make a saving throw versus death. Those who successfully make the saving throw are unaffected by the spell; those who fail are affected. They understand the true meaning of the shukenja's words and become followers of his or her way. Their fervor is not violent or particularly strong (that is, they do not become warriors in the cause of the belief). Rather, they decide to gain more understanding and to make prayers and offerings to the shukenja's deity without disrupting their normal lives. However, those who roll a 1 on the saving throw are particularly moved by the sermon and offer special services or aid if needed. Such converts can become priests (if possible), provide land for a shrine, help construct a temple, and so on. Those converted remain followers unless they suffer great misfortune or mistreatment or the ethos (and its priests) abandon the area.

When using this spell before a large crowd, rolling individual saving throws can become quite tedious. Therefore, the saving throw can be used as a percentage of the listeners affected. First, determine the average saving throw of the crowd based on the levels or Hit Dice of those listening. This saving throw is then calculated as a percentage, with 1 point of saving throw equal to 5 percentage points. Thus, a saving throw of 16 would indicate that 25% of the crowd is unmoved by the spell, while the remaining 75% decide to adopt the shukenja's beliefs. In addition, 5% of those listening are particularly moved as noted above. To give an example, say that the shukenja instructs a crowd of 87 humans, all 0 level. The average saving throw is 16. Of those in the crowd, 65 are moved by the speech (round all fractions down) and 4 of the 65 are fervent in their belief. The DM may wish to keep track of the number of converted NPCs compared to the total population of the village (or whatever), especially if the characters are remaining in the same area for an extended period of time.

Once an individual has made a saving throw against this spell, that individual is immune to the effects of the spell if used by the same shukenja. The creature has heard the shukenja and is unmoved by the words.

Notes: Common for oriental priests; otherwise, very rare.

Intensification of Weather

Aka intensify weather.

Intensify Sensation

(Enchantment/Charm)

Reversible

Sphere: Charm

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 living creature

Saving Throw: Neg.

This spell enables a Sharessin to *intensify sensations* in herself or a single recipient. Unwilling creatures receive a saving throw vs. spell to negate this effect. Any physical or emotional sensation can be heightened to unbelievable heights through the application of this spell, often disconnecting the recipient from reality, creating an extremely heightened interest or emotion, and proving to be an immense distraction from dealing with fast-paced and changing circumstances (such as in a combat situation). While this spell is in effect, all ability checks, attack rolls, damage rolls (minimum 1 point of damage), and saving throws are made with a -2 penalty, and all wizard and priest spells are cast with a 1d4+1 casting time initiative penalty.

Although normally employed in pleasurable situations, this spell can be used heighten pain as well to a potentially incapacitating level. Damage suffered during the effects of this spell is perceived as 25% (round up) worse than it actually is, although the spell has no effect on the actual damage inflicted. (Basically, add 25% to damage (rounding down) as phantom damage that goes away when the spell ends and that cannot kill the subject, though it can induce unconsciousness.) As a result, the subject might collapse into unconsciousness wracked by unbearable pain even if he or she could normally continue to fight on. Likewise spells such as *whip of pain* (both wizard and priest versions), *symbol of pain*, or *pain touch* have twice their normal effect (or if inapplicable, twice the duration).

This reverse of this spell, *deadened sensation*, can be employed to suppress physical pain or other harmful feelings. While this spell is in effect, the recipient is immune to the effects of *whip of pain*, *symbol of pain*, *pain touch*, *suggestion*, other charm-type magics (and it terminates an existing charm), *emotion*, *stunning*, or *nausea*. All damage received while the reversed form of this spell is in effect is perceived as 25% less than actual, although

the full effects are felt when the spell ends. (Reduce the damage by 25% (rounding up) but keep a total of the amount of points of damage held in abeyance. When the spell ends, all unapplied damage is applied at once.) This dulling of pain can enable a Sharessin to fight on beyond normal unconsciousness (or death) for the duration of the spell, although the Sharessin collapses into immediate unconsciousness upon the spell's expiration if the damage would normally cause this effect and can die instantly if seriously enough injured.

Notes: Granted by Sharess, the Tawny Temptress, of the FORGOTTEN REALMS setting.

Intensify Weather

Reversed form, protection from weather.

Interdiction

Quest spell, see appendix in Vol. 3.

Interruptible Light

(Alteration, Enchantment)

Sphere: Sun

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: None



Created by the ee'aar, this spell creates a round spot that radiates a beam of bright light. The spell must be cast on a person or item. The beam created is about four inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. (Of course, the light can be seen by others for a much greater distance.) The light is as bright as full daylight and lasts until negated by magical darkness or *dispel magic*. In addition, the caster, or another person named at the time of casting, has mental control over the light, and can order it to turn off or come back on, at will.

In a somber ceremony, the spell is cast by elders on young ee'aar when they reach maturity. It is placed on the chest of the recipient, who is named by the caster as the controller of the light. The ee'aar use the spell to light their way or to confuse or frighten enemies. Creatures who suffer penalties in bright light suffer them if the beam is directed at their eyes. A creature that tries to avoid looking at the light is allowed a saving throw vs. paralysis; success indicates the beam missed.

Notes: Common in the RED STEEL setting; otherwise, virtually unknown.

Intuition, Marthammor's

See Marthammor's intuition.

Inverted Ethics

(Enchantment/Charm)

Sphere: Chaos

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn

Area of Effect: Special

Saving Throw: Neg.

This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way it normally would behave. Thus, a shopkeeper influenced by *inverted ethics* will think it perfectly normal for someone to pick up an item from her shop and walk out the door without paying for it. If someone tried to pay for an item, she would be insulted. If the spell was cast on a shopper in a store, that individual would find it natural to steal the item, thinking that he is behaving in a proper way. If the spell is cast on a professed thief, she will no longer steal, choosing to pay for her goods instead.

Inverted ethics does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature won't go on a shoplifting rampage; it will steal only as the opportunity presents itself.

The spell affects one creature per level of the caster and within a 20-foot radius. Each subject is allowed a saving throw vs. spell to avoid the effect.

The material component is a miniature golden balance.

Notes: Common for priests with major access to the sphere of Chaos.

Invisibility Purge*

(Abjuration)

Sphere: Wards

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: One 10-ft. cube/priest

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become

visible. Invisibility-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as potions of invisibility do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when entering the area of effect. If the potion has not expired by the time the creature leaves the area of effect, the creature becomes invisible again outside the area.

Creatures invisible in their natural state or that have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

The *invisibility purge* can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same time. The duration of the combined spell is one turn per level of the most powerful priest, plus one turn for every contributing priest. Each priest also increases the area of effect by one 10-foot cube (these areas must be contiguous). Thus, a 9th-level priest and two 5th-level priests could create a 30-foot \times 10-foot \times 10-foot *invisibility purge* area having a duration of 11 turns.

Notes: Uncommon for clerics, common for priests with access to the sphere of Wards (*ToM*).

Invisibility to Animals

(Alteration)

Sphere: Animal

Level: 1

Range: Touch

Components: S, M

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature touched/level

Saving Throw: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by a normal animal with an intelligence under 6. Normal animal includes giant-sized varieties, but excludes

those with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he or she did not exist. For example, the individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself or herself only).

The material component is holly, rubbed over the recipient.

Notes: Common for druids (*PHB*).

Invisibility to Animals, 10' radius

(Alteration)

Sphere: Animal

Level: 3

Range: Touch

Components: S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: None

Saving Throw: 20-ft. diameter sphere

This spell renders all creatures within the area of effect at the instant of casting totally undetectable with respect to normal animals (intelligence under 6). This includes giant-sized animals, but it excludes any with magical abilities or powers. The affected creatures are able to walk amongst animals or pass through them as if they did not exist. The effect is broken for a recipient when that individual attacks.

The material component is holly.

Notes: Very rare for druids. (Updated from *POLYHEDRON* Newszine).

Invisibility to Enemies

(Illusion/Phantasm)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell renders the shukenja or any he or she touches invisible to all creatures and characters who may have hostile intentions toward the caster or those things he or she represents. The subject can





move freely through such creatures without being noticed, but is perfectly visible to all other types of creatures. If the subject attacks hostile creatures while invisible, the creatures affected by the attack are instantly able to see the invisible individual. Furthermore, items picked up after the spell is in effect and visible magical effects are not invisible.

Nonthinking creatures are not affected by this spell, since they are incapable of forming hostile intentions. Likewise, animals are not affected by this spell, since their motivations are based upon survival, not hostility or hatred.

The material component is a white silk robe covered with handwritten sutras.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Invisibility to Spirits

(Illusion/Phantasm)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None



This spell renders the shukenja or any he or she touches invisible to spirits of all types. The subject can move freely through them without being noticed, although he or she perfectly visible to all other types of creatures. If the character attacks while invisible, those spirits affected by the attack are instantly able to see the invisible character. Furthermore, items picked up after the spell is in effect and visible magical effects are not invisible to the spirits.

The material components are a writing brush and a jar of red ink. With these, the shukenja must write sutras on every part of the character being rendered invisible.

Notes: Common for oriental priests; otherwise, very rare.

Invisibility to Undead

(Abjuration)

Sphere: Necromantic

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 6 rds.

Area of Effect: Creature touched

Saving Throw: Special

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. A priest protected by this spell cannot turn affected undead. The spell ends immediately if the protected creature makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

The material component is the priest's holy symbol.

Notes: Common for clerics (PHB).

Iron Vigil

(Alteration)

Sphere: Guardian

Level: 2

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 week + 1 day/level

Area of Effect: The caster

Saving Throw: None

This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended

period of time. While the spell is in effect, the priest requires no food or drink. The caster is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition harms him or her. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena may still cause physical injury, of course.)

During the *iron vigil*, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on his surroundings, but he suffers a +1 penalty to any surprise checks. A priest who wishes to memorize spells must sleep normally.

At the vigil's end, the priest must eat and drink; if no food or water is available, the priest must make a Constitution check once every four hours at a cumulative -1 penalty or fall into a coma and perish within 1d3 days if not aided.

The priest also requires at least four hours of rest for each day without food, drink, or sleep during the vigil.

Notes: Uncommon for clerics (PO:SM).

Ironskin

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: Creature touched

Saving Throw: None



This spell is similar to the 4th-level wizard spell *stoneskin* in that the affected creature gains virtual immunity to any attack by cut, blow, or projectile. Physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs and claws), and hurled projectiles (giant boulders) cannot penetrate *ironskin*. Magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have normal effects. The spell blocks 1d6 attacks, plus one for every two levels of the caster. For example, an *ironskin* cast by a 13th-level priest protects against 7 to 12 attacks. However, unlike the *stoneskin* spell, only physical attacks that would otherwise have scored a hit on the creature count against that total. For example, a fighter can attack with a sword and fail the attack roll without bringing down the total, while three *magic missiles* would hit, cause damage, and reduce the protection by three.

The material component is a small iron statue worth at least 5 gp.

Notes: Uncommon spell for Elemental Earth priests from the DARK SUN setting.

Isis, Charm of

See charm of Isis.

Isolate Templar

(Abjuration)

Sphere: All

Level: 6

Range: 100 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 templar

Saving Throw: None



This is a specialized, offensive version of *antimagic shell*, designed to affect one humanoid creature. When this invisible field surrounds a templar, that templar is cut off from his or her sorcerer-king with regard to acquiring priest spells. If the templar is maintaining a spell, such as *wall of fire*, then that spell automatically ends as the supporting magical energies are cut off. The templar is thrown back on his or her own resources, including magical items, normal weaponry, and any psionic powers possessed. The templar retains spells granted but not yet cast.

Unless the sorcerer-king is watching the individual templar or a messenger reveals what's happening, the sorcerer-king won't realize that this spell is in operation. Only a sorcerer-king can cast a *dispel magic* spell powerful enough to get rid of an *isolate templar* spell. The spell cannot be cast directly on a sorcerer-king to cut off all his templars from spells.

The material component is a gemstone of at least 1,000 gp value.

Druids can use *isolate templar*, though in their version the magical field is visible and composed of either violet mist, flame, blown sand, or steam, depending on the druid's elemental sphere.

Notes: Very rare spell in the DARK SUN setting. (Updated from *DRAGON Magazine*.)

Istishia, Rites of

See rites of Istishia.

Istishia's Port

(Alteration)

Sphere: Elemental Water

Level: 7

Range: 0

Components: V

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

Many priests of Istishia have felt the need to leave the Prime Material Plane and travel the multiverse to discover how the Water Lord is viewed and respected on other planes. When Istishia is ready for them to leave the Prime Material Plane, he grants his priests this spell.

The caster must be standing in a body of water. When *Istishia's port* is cast, the priest's body and all his or her belongings turn into water, merging with the surrounding water. The priest can then transport himself or herself to any plane of existence where another body of water exists.

The spell normally only affects the priest, but Istishia has on a few occasions altered the spell to allow an entire company of priests (or the companions of one priest) to travel to the planes to do work in his service.

Notes: Granted by Istishia the Water Lord of the FORGOTTEN REALMS setting.

Istishia's Tsunami

(Invocation/Evocation)

Sphere: Elemental Water

Level: 7

Range: 240 yds.

Components: V, M

Casting Time: 1 turn

Duration: 1d4 rds.

Area of Effect: Variable

Saving Throw: Special

This spell creates a huge, racing wall of water that destroys structures of less than the sturdiest stone construction. The size and destructive power of the wave depends on the amount of water pressure. The wave can be up to 10 feet high per level of the caster. An average river can wash away a farmstead, and an ocean can inundate an entire town. The *tsunami* washes away and scatters unprotected creatures with up to 3 Hit Dice, who must make a successful saving throw vs. death magic or be killed. Unprotected creatures with 4 or more Hit Dice take 3d6 points of damage per

round of exposure. The *tsunami* has the same effect as an *earthquake* (see the 7th-level priest spell of that name) on all structures except those made of solidly constructed stone.

The material components are the priest's holy symbol and a small stone, which is thrown into the water.

Notes: Granted by Istishia the Water Lord of the FORGOTTEN REALMS setting.

Ivy Siege

(Enchantment)

Sphere: Plant

Level: 6

Range: 90 yds.

Components: V, S, M

Casting Time: 9

Duration: 6 turns

Area of Effect: 1 building or similar structure

Saving Throw: Special

The *ivy siege* spell must be cast upon a stone or brick building constructed upon the earth; flying castles and the like remain unaffected. Immediately after casting, ivy begins to grow at a fantastic rate, climbing from the ground up the building's walls. At the end of one turn, the ivy has climbed the walls. At the end of the second turn, green creepers have covered the structure. On the third turn, the ivy has deepened to a black-green and begins to squeeze the building.

Starting on the third turn and every turn thereafter, the building must make a saving throw against siege damage, as if attacked by a small catapult (see the *DMG*). Two cubic feet of the building crumbles away for each point by which the saving throw misses each turn. This cycle continues until the spell ends or the building is destroyed. The ivy rots away instantly when the spell ends.

A druid can cast only one *ivy siege* per building at a time. After the ivy has rotted away, the druid can cast the spell on the same building again. However, multiple druids can cast several *ivy siege* spells on the same building. In the case of a large, interconnected series of buildings (like a castle), each casting affects only a single tower, keep, or wall segment, to a maximum of 1,000 cubic feet per level of the caster.

The DM can choose to prohibit arctic and desert druids from using this spell if they are not familiar with ivy.

The material component is an ivy leaf.

Notes: Restricted to druids, uncommon.

Jaws of the Wolf

(Invocation/Evocation)

Sphere: Combat

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell creates a spectral set of gaping, many-fanged jaws that are about as large across as a human head. They rush toward a chosen target creature at lightning speed, chasing if the creature dodges, and strike unerringly if the creature is within range at the end of the round. After delivering an energy-draining bite, the jaws vanish. This attack arrives at the very end of the round (thus, its damage does not disrupt spellcasting that takes less than a full round). The jaws inflict 2d8+2 points of damage. The creature must be visible to the caster during the entire casting time to be a valid target. A *jaws of the wolf* spell that fails to reach its chosen target fades away and is lost. The attack cannot strike the wrong creature, even if that creature switches positions precisely with the intended target. The target creature is allowed a saving throw vs. spell for half damage.

The material components for this spell are four wolf teeth.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting.

Jergal's Mind Probe

(Divination, Necromancy)

Sphere: Divination, Necromantic

Level: 5

Range: Touch

Components: V, S, M

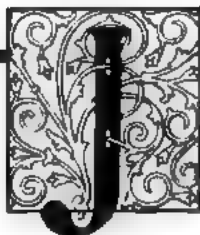
Casting Time: 8

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell combines the effect of the 3rd-level wizard spell *paralyze* with the 2nd-level wizard spell *ESP*. Upon casting this spell, the priest gains the ability to paralyze and mentally probe a single sentient being. The priest must roll a successful attack roll to deliver the spell effects. While the *mind probe* can be carried until it is delivered, a priest who tries to cast any other spell immediately dissipates the undelivered *mind probe* without



effect. Any sentient being touched by the priest following the casting of this spell (except himself or herself) is subjected to its effects, even if the priest did not intend to probe that being.

When the priest touches a sentient being, the creature must make a successful saving throw vs. spell to avoid the spell's effects. Success ends the spell immediately with no effect. Failure paralyzes the creature for 2d4 rounds. Creatures that are immune to paralysis, undead creatures, and unliving creatures (such as golems) are not affected by the spell. Nonintelligent creatures are similarly immune.

While a being is paralyzed by the effects of this spell, the priest can probe every corner of its mind. This aspect of the spell is blocked by magical or psionic defenses against *ESP*, mind-reading magic, or similar protections. The only type of information the priest can determine is the professed faith of the subject of this spell, how true the subject has been to its professed faith, how well the subject has used its natural strengths over the course of its life, how well the subject has dealt with its weaknesses over the course of its life, the failures of which the subject is most ashamed, and the accomplishments of which the subject is most proud. One such nugget of information, in order, is learned each round that the paralysis is in effect.

The spell is ended immediately if the priest casts another spell or ceases to concentrate on probing the mind of the subject. The casting of this spell is such a violation of a being's sense of self that most subjects targeted by this spell build up a strong hatred for the casting priest during the spell's effects.

The material component is the priest's holy symbol.

Notes: Granted by the demipower Jergal, Scribe of the Doomed, of the FORGOTTEN REALMS setting.

Join with Astral Traveler

(Alteration)

Sphere: Astral

Level: 4

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: The caster

Saving Throw: None

An individual casting the *astral* spell leaves his or her physical body in suspended animation while

the astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause his or her own astral body to leave the priest's physical body in suspended animation. The priest's astral body then travels along the silver cord of the originally projected individual. The priest joins the projected individual as if part of the original casting of the *astral spell*; that is, the priest's own silver cord is connected to the previous traveler's silver cord, and the priest becomes dependent upon the original caster.

A priest who casts the 7th-level *astral spell* can project as many as seven creatures along with himself or herself. However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests can join another priest in the astral plane by use of this spell.

Notes: Uncommon for clerics (*ToM*).

Journey's Malison

Reversed form, journey's orison.

Journey's Orison

(Conjuration/Summoning, Abjuration)

Reversible

Sphere: Travelers

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 week/level

Area of Effect: 1 individual or object

Saving Throw: None

Using this spell, the caster can bless an individual about to embark upon a long trip, or can bless an object that is being transported a long distance. The caster lays hands on the individual or object, intones the spell, and states the destination of the journey. For the duration of the trip to a specific site—which must be reachable in a number of weeks' travel equal to the level of the caster—the blessed person receives a +2 bonus to all saving throws caused by natural mishaps, and a +1 bonus to reaction rolls of any fellow wanderer. A blessed object gains a +2 bonus to all saving throws as well.

The reverse of the spell, *journey's malison*, is rarely cast by good and neutral casters, though they might use it to punish brigands or unscrupulous merchants. Evil casters might employ the spell and then demand that the only way for the affected individual or object to survive is to have the caster accompany the expedition as a well-paid guide.

Notes: Common for specialty priests known as "stridesmen." Very rare for priests with access to the sphere of Travelers. (Updated from *DRAGON Magazine*.)

Jungle Avatar

(Alteration)

Sphere: Animal

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None



This spell transforms the caster into a towering reptilian monster with the head and tail of a giant crocodile (a greater segarran). The priest retains the use of his or her intellect, magical items, and 1st- to 5th-level spells. Hit points and base THACO are retained, Armor Class improves by 2, and 20% magic resistance, great physical strength, and dangerous physical attacks are gained. The greater segarran can strike once per round with a weapon (+6 bonus on damage from Strength bonus) or attack with a bite (3d6) and tail slap (2d10); the tail attack can affect up to three people simultaneously.

This spell is physically demanding; the caster must make a successful system shock roll to survive the transformation. The caster is compelled by the spell to devour fallen enemies in combat, a process usually taking 1–3 rounds depending upon the size of the slain foe. During this time, the priest cannot attack or cast spells. The caster can return to normal form at will, but this also requires a system shock roll. If the caster has not slain and devoured at least one creature, the chances of surviving the transformation back to normal form are decreased by 50% as a sign of Ragarra's displeasure.

The material components are the powdered scales of a giant crocodile, mixed with a potion of sanctified water, blood, and bitter herbs. The caster imbibes the foul brew upon completing the spell.

Notes: Granted by the jungle god Ragarra of the FORGOTTEN REALMS setting.



Kami Absorption

(Conjuration/Summoning)

Sphere: Summoning

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd./level

Duration: 1 rd./level

Area of Effect: Being touched

Saving Throw: None



Kami absorption allows the priest to invest a willing individual with the *kami* (see below) of another object or being. *Kami* can be absorbed only from something that has it, such as a supernatural beast, an awe-inspiring mountain, an ancient tree, a magical weapon, or a large, strangely shaped rock. Normal objects such as small trees, common boulders, and nonmagical monsters do not have *kamis*. This spell does not absorb *kami* from any avatar or god. If the recipient is unwilling, the spell fails.

An individual invested with the *kami* of another object or being absorbs the essential nature of the object. This absorption manifests itself outwardly in a temporary +6 modifier to one (and only one) of these statistics: Str, Int, Wis, Dex, Con, Cha, THACO, AC, or MV. The statistic modified corresponds to the nature of the *kami* absorbed. Here are a few examples: mountain—Str; dragon—Int; kirin—Wis; stream—Dex; tree—Con; flower—Cha; snake—THACO; rock—AC; wind—MV. The effect of this spell lasts only for its duration; the absorption of a *kami* lasts for but one round per level of the caster.

The object from which the *kami* is absorbed is not harmed by the spell.

Notes: Restricted to priests from an oriental setting.

DM Note: The correlation of “*kami*” to ability score is extremely subjective. The DM’s judgment is final in determining which statistic a particular *kami* modifies. However, decisions should be weighed in favor of any conceptions the player may have about which statistic a *kami* might modify, other considerations being equal.

Kami

“*Kami*” is a supernatural force of lesser or greater power, somewhere between a spirit and a god, venerated for its extraordinary magical power. For the purposes of the *kami absorption* spell, creatures of a magical nature or origin have a *kami* that can be tapped. Thus, dragons, unicorns, and lycanthropes would, while bears, griffons, and kobolds would not. If in doubt, a creature with magical abilities or magic resistance generally has a *kami*, while others don’t.

Karma Curse

(Enchantment/Charm)

Sphere: Charm

Level: 7

Range: 1 yd./level

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 1 being/level

Saving Throw: None



A *karma curse* gives the caster a tangible guarantee that the affected being won’t commit a breach of ethics against him or her. It has no effect on creatures of animal intelligence or less, or on other entities devoid of ethical awareness.

The caster must decide, when casting the spell, which of these areas of ethics it will secure: *truth*, *theft*, *murder*, or *the breaking of a promise*. A being affected by a *karma curse* ensuring truth cannot lie to the caster without activating the penalty. If ensured against theft, the being likewise cannot steal from the caster. If ensured against murder, the being cannot murder the caster. If placed on a being who has made a promise to the caster, the being cannot break that promise without activating the penalty.

A being who violates the curse conditions suffers an experience point loss of 100 points per round until stopping. If the action committed cannot be reversed, enough points to drop one experience level are lost. The curse still exists, however, and future losses of experience points are possible. While losing experience points, the being is aware of what is happening but perhaps not why, unless aware of the curse. Experience points can

be regained only by performing an act of contrition equivalent—in the DM's judgment—to the act that resulted in the activation of the curse.

The caster is not required to tell the being about the enchantment, but must inform the being that he or she is expected to behave in a manner that will not activate the spell (example: "I expect you to keep your word, my friend").

A *karma curse* cannot be removed by a *remove curse* spells. Due to the personal nature of the spell, a *karma curse* cannot be cast for anyone but the caster.

A *karma curse* can be cast only by non-evil priests. On Toril, only followers of the Padhran faith use this spell, though other deities may grant it to followers demonstrating a genuine need for its peculiar properties.

Notes: Very rare spell, known only to a few eastern religions. (The DM might consider adding it to the Vedic list.)

Karma Mask

Reversed form, see karma sight.

Karma Sight — Vedic

(Divination)

Reversible

Sphere: Divination

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature/level

Saving Throw: Neg.

This spell determines the number of karma points that a target creature has. (For rules on karma, see the special notes to the *reincarnation sight* spell.) In creatures from societies not based on India, it determines level or Hit Dice. An unwilling creature is allowed a saving throw vs. spell to avoid the revelation of its karma. This spell does not directly affect the mind of the creature, so Wisdom bonuses and mind shielding do not help avoid the effect. The priest can examine multiple creatures, but one that saves against the effect cannot be examined again during that casting of the spell.

The reverse of the spell, *karma mask*, hides a subject's karma for 24 hours, though any divine being can see through the mask.

Notes: Common for priests from a Vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

Karsus's Avatar

Lost spell. Reputed to be the only 12th-level spell known in the Realms, this incantation enabled Karsus to temporarily steal part of the power of a deity. All notes and information developed by Karsus regarding the casting of this spell were destroyed by Mystra, successor of Mystryl. Even if these were recovered, this spell cannot be cast again, since Mystra has since changed the way magic works. This spell required many unique material components that are now impossible to acquire. For example, Karsus had to dip a gold dragon's gizzard in a brew of tarasque blood and bile from a 12-headed hydra just to enchant one of the many material components required to cast the spell.

Keen Eye — Elf

(Alteration)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level (3 shots maximum)

Area of Effect: The caster

Saving Throw: None

Also known as *bull's-eye*, this spell assists the recipient in making called shots with a missile weapon. While gifted with a *keen eye*, all called shots are made without the normal -4 penalty to hit and the recipient does not suffer the normal +1 penalty to initiative. This spell provides no bonuses to missile attacks that are not called shots or to attacks of any sort made with melee weapons. It provides no bonus of any sort if the normal penalties assessed for attempting a called shot are mitigated by other factors.

The material components are the priest's holy symbol and a hawk feather.

Notes: Granted by the elven deity, Solonor Thelandira.

Kelemvor's Grace

(Abjuration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 3 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell confers immunity to all undead abilities and attacks that go beyond purely physical damage (that is, all level- or ability-draining attacks, mummy rot and other diseases, a banshee's wail, and the aging effect of a ghost, but not the chill of certain touches). This includes spells cast or passed on by undead creatures.

Noncorporeal undead cannot pass through a being guarded by *Kelemvor's grace* and the magic prevents the transfer of lycanthropy, plague, and other diseases or conditions from the undead and corpses to those protected by this spell. Rot grubs emerging from an undead creature or parasites that burrow into living creatures make physical attacks and are not blocked by the spell.

The material component is the caster's holy symbol. If *Kelemvor's grace* is conferred on a being other than the caster, the holy symbol must directly touch the recipient during casting.

In desperation, certain priests have cast the *grace* directly on undead beings (by touch, successful attack roll required) during battle and report that it lasts only to the end of the round following the touch in such situations. During this time, the undead are prevented from changing from corporeal to solid (or vice versa) and from using level draining or any other magical abilities. Undead capable of spellcasting (such as liches) can cast spells while under a *grace*, but such spells won't take effect until the *grace* expires.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting.

Kiaransalee's Song of Lament

Aka threnody.

Kiss of Sharess

(Alteration, Enchantment/Charm)

Sphere: Charm

Level: 5

Range: Touch

Components: S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Living creature touched

Saving Throw: Neg.

This spell enables a Sharessin to grant any being's fondest and most pleasurable wish, similar to the effects of a *limited wish* spell (as the 7th-level wizard spell of the same name). Neither the spellcaster nor the recipient has any control over this spell's effects as they come from the depths of the recipient's unconscious. (The DM must adju-

dicate the effects.) An unwilling recipient is allowed a saving throw vs. spell to avoid the effect.

Unfortunately, this spell's effects only last until the following dawn, never seem so wonderful in retrospect, and seem to have little lasting impact on the recipient's life. For example, a serving maid might masquerade as an exotic princess for one night at the annual ball, but in the morning the prince turns out to be a lout, all her fabulous garments have been misplaced, she still has to go back to her old job, and her debut is quickly forgotten among the city's social circles and her common friends.

Notes: Granted by Sharess, the Tawny Temptress, of the FORGOTTEN REALMS setting.

Kiss of Torment

(Necromancy)

Sphere: Combat, Necromantic

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: 3 rds.

Area of Effect: Creature touched (size L or less)

Saving Throw: Special

To enact *kiss of torment*, the caster must successfully touch the bare flesh of the subject with his or her bare flesh; this touch can be of any type from a light brush with the fingertips to an actual kiss. The spell attacks the nervous system of the body, overwhelming it with phantom pain that causes the subject to writhe uncontrollably and suffer 4d6 points of damage. Typically, victims of this spell can retain their footing and their grasp on wielded or carried items, but can do little else; attacking or uttering incantations is impossible.

The subject is allowed a saving throw vs. spell at the end of the first round, and if it succeeds, the spell ends. If it fails, the writhing continues for a second round and another saving throw is necessary. If this second saving throw succeeds, no damage is taken in the second round and the spell ends, but if it fails, an additional 2d6 points of damage is inflicted upon the subject, the writhing continues for a third round, and another saving throw is necessary. If this third saving throw succeeds, no damage is taken in the third round and the spell ends, but if it fails, an additional 1d6 points of damage is inflicted.

Notes: Granted by the evil goddess Loviatar of the FORGOTTEN REALMS setting.

Knight's Move

(Alteration)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 3rd-level wizard spell *blink*. In a fashion reminiscent of the chess piece of the same name, the spellcaster employing a *knight's move* can cause his or her material form to blink directly from one point to another.

Unlike the wizard spell, the spellcaster can control the timing, direction, and distance of a *knight's move* within certain constraints. The priest can *blink* at any time during a round instead of taking any other action. Alternatively, the caster can perform some other action at his or her normal initiative and then *blink* at the very end of the round after all other actions of other individuals have been taken.

The direction and distance of the *blink* are under the control of the priest, who can *blink* from his or her current location to any location in sight within 5 feet times his or her level to a maximum of 120 feet.

The material component is the priest's holy symbol.

Notes: Granted to priests of The Red Knight, a war god of the FORGOTTEN REALMS setting.

Know Age

(Divination)

Sphere: Time

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Object or creature touched

Saving Throw: None

This spell enables the caster to instantly know the age of any single person, creature, or object on which he or she concentrates. The age is accurate to the nearest year.

The material component is a calendar page.

Notes: Common for priests with access to the sphere of Time (ToM).

Know Alignment

(Divination)

Reversible

Sphere: Divination

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 creature or object

Saving Throw: Neg.

A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours.

Notes: Common for clerics and druids (PHB).

Know Bloodline

(Divination)

Sphere: Divination

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 individual

Saving Throw: Neg.

This spell combines the effects of the 1st-level wizard spells *know bloodline derivation* and *know bloodline strength*. The creature is allowed a saving throw with the following modifiers to the die roll, based on the strength of the bloodline: tainted, +2; minor, +0; major, -2; great, -4. (The more powerful bloodlines are easier to detect.)

The caster simply points at the creature and concentrates on the creature's bloodline derivation and strength. If the creature has a bloodline and fails its saving throw, the caster mentally learns the bloodline derivation and strength (*tainted*, *minor*, *major*, or *great*). If the creature has no bloodline, the priest is subjected to a blinding white flash of light, visible only to him or her. The flash is not harmful, but will distract the priest momentarily.

The material components are the priest's holy symbol, an iron rod that bends with the casting (the



degree of bend is related to the bloodline strength), and a handful of gems each worth at least 5 gp. The gem that corresponds to the creature's bloodline is shattered when the spell is complete. The assortment of gems must comprise the following: Anduril, garnet; Basarûa, amethyst; Brenna, topaz; Masela, pearl; Reynir, jade; Vorynn, opal; Azrai, black onyx.

Notes: Common for priests of Cerilia, the BIRTHRIGHT setting.

Know Customs

(Divination)

Sphere: Travelers

Level: 3

Range: Special

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: The caster

Saving Throw: Neg.

This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 30 yards of a member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, the villager cannot be an infant, mentally unstable, or dead (although he or she may be asleep or unconscious).

The selected villager is allowed a saving throw vs. spell; success means the spell has no effect. Failure means, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by *know customs* includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment in encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will act properly. *Know customs* is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

Notes: Common for priests with access to the sphere of Travelers (ToM).

Know Direction

(Divination)

Sphere: Travelers

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

Know direction allows the caster to instantly know the direction of north. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness).

The material component is a small scrap of parchment map that is at least 100 years old.

Notes: Common for priests with access to the sphere of Travelers (ToM).

Know Faction

(Divination)

Sphere: Divination

Level: 1

Range: 20 yds.

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Neg.



This spell enables a priest to determine a creature's faction (if any) simply by looking at it. The spell lasts one round per level of the caster; each round, the caster can determine the faction of one creature within range.

Most faction members don't bother to hide their affiliation, but on occasion factols order covert missions or infiltration of other groups. If a creature is trying to conceal its faction, the DM secretly rolls a saving throw vs. spell for the creature. Success means that the creature has foiled the priest's efforts to reveal its true faction affiliation. (For roleplaying purposes, the DM makes the roll so that the creature doesn't know if its true faction's been detected or not.) Note that Anarchists posing as members of other factions aren't detected by this spell, as they take their assumed roles to heart.

This spell is virtually unknown outside of Sigil. It obviously has no effect on creatures without faction affiliation. It doesn't work on those belonging to factions or sects of which the caster has no

knowledge. On occasion, however, creatures with deep-rooted philosophical beliefs may be incorrectly identified as faction members this spell. For example, a high-level priest who worships a power of death may be mistaken for a Dustman.

Notes: Rare for planar priests. Unlikely to be learned except by visiting the Outer Planes.

Know History

(Divination)

Sphere: Divination

Level: 1

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: Special



The *know history* spell reveals to the shukenja the common name, background, lineage, and deeds of any item, creature, or place, should such possess any notable history at all. When used on a creature, the caster must be able to see the creature in question and must be within 15 feet. When used on an object, the caster must be able to handle the item. When used on a place, the caster must be standing within the grounds of the site.

The spell does not reveal secret identities, presence of magic, magical abilities, character alignment, and so on. If cast on a character, it would tell of the individual's parents, identify the family or clan, and reveal any famous deeds of the creature's ancestors. When cast on an object, it reveals the specific name of the item (if it has one), any notable deeds it was used in, and the name of its maker. A katana could be revealed as the "Cloud-Cutting Sword used by the great hero Akucha Tanokura at the Battle of the Fallen Bridges, having been made for him by the master swordsmith Lei Yung."

When used to reveal a creature or item that is disguised or polymorphed, the creature is allowed a saving throw vs. spell. If this is failed, the spell operates normally. The spell has no effect on disguised or polymorphed items or places.

The material component is a pair of carved bones.

Notes: Common for oriental priests; otherwise, very rare.

Know Intent — Savant

(Divination)

Sphere: Thought

Level: 2

Range: 50 yds.

Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

When this spell is cast, the savant becomes aware of the general intentions of an encountered individual or group. Information revealed is along the lines of the following one-word descriptions: *friendly*, *neutral*, *hostile*, and so on

Notes: Restricted to savant-clerics. (Updated from *DRAGON* Magazine.)

Know Language

(Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: The caster

Saving Throw: None

This spell confers the ability to read a language chosen by the caster and generally understand the meaning of a text. It does not translate magical scripts used to record wizard spellbooks and wizard spell scrolls, nor does it decipher codes. It does not allow the caster to write the language itself. It does not necessarily allow complete understanding of magical or highly specialized technical works, although the subject matter and gist of the material might be gleaned.

Notes: Very rare spell.

Know Motivation — Shukenja

Except for being 2nd level and for its component, this spell is identical to empathy. The material component is a prayer written on a strip of cloth tied about the caster's forehead. It is common in oriental settings.



Know Time

(Divination)
Sphere: Time

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: The caster
Saving Throw: None

Know time is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time of day to the nearest minute, including the current hour, day, month, and year. This knowledge is in terms the caster can most easily understand. If the caster has just arrived on a new world and is unfamiliar with the names of the hours, days months, and so on, the spell reveals a generic result (such as the 10th hour of the 23rd day of the 7th month of the 2,345th year) that may not be as useful until the caster learns more.

If time in the area actually flows at a different rate from that of the caster's origin (see Chronological Ratings table), then the caster has a 2% per level chance to learn if the rate is faster or slower and the general degree of difference: *minor*, *moderate*, or *great*. For example, at the midpoint of the table (11), a *minor* difference is less than one degree (10, 12) *moderate* is exactly one degree (9, 13), and *great* is more than one degree (8 or less, 14 or more).

Notes: Common for priests with access to the sphere of Time (ToM).

Knurl

(Alteration)
Sphere: Plant

Level: 4
Range: 5 yds./level
Components: V, S, M
Casting Time: 7
Duration: 1 turn/level
Area of Effect: 1 creature
Saving Throw: Neg.

Casting a *knurl* spell transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints—not even a hand. The “arm” remains attached to the shoulder. The spell's recipient can use it as a club but not to manipulate tools, weapons, or spell components.

The caster chooses which of the recipient's arms to affect. A character could use multiple *knurl* spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch, becoming subject to fire, wood-altering spells, and tree diseases. A successful *dispel magic* spell ends the effect.

The material component is a small twig.

Notes: Uncommon for druids; optionally available to other nature priests.

Kriesha's Cursed Quest

Quest spell, see appendix in Vol. 3.

CHRONOLOGICAL RATINGS

World Rating	Local Time	Base Campaign Time
2	1 week	= 1 second
3	1 week	= 15 seconds
4	1 week	= 1 minute
5	1 week	= 10 minutes
6	1 week	= 30 minutes
7	1 week	= 1 hour
8	1 week	= 6 hours
9	1 week	= 1 day
10–12*	1 week	= 1 week
13	1 week	= 1 month
14	1 week	= 3 months
15	1 week	= 6 months
16	1 week	= 1 year
17	1 week	= 5 years
18	1 week	= 10 years
19	1 week	= 30 years
20	1 week	= 100 years

*Most campaign worlds have a rating in this range



Laerme's Emissary

Quest spell, see appendix in Vol. 3.

Lair Divination

(Divination)

Sphere: Divination

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

The *lair divination* spell is used to gather information regarding an area whose location is known. Information gathered includes relative strength of creatures, amount and value of treasure, and whether the area is under the eye of supernatural beings. The chance of successful divination 60% plus 1% per level of the caster, modified further by the DM as needed. If the *lair divination* is not correct, inaccurate information is provided.

The material components are a handful of coins, incense, and the caster's holy symbol. For powerful divinations, jewelry or magical items may be required.

Notes: Uncommon for clerics and priests with major access to the sphere of Divination. (Originally, the 1st-Edition spell *divination*.)

Optional Modifiers: The DM might reduce the chance of a successful *lair divination* by 2% for each level that the caster's level is exceeded by the Hit Dice or level of the most powerful spellcaster in the lair.

Also, the chance might be reduced by a further 1% for every 5% magic resistance of the most powerful creature in the lair.

These reductions might be offset by using jewelry (at 1% per 300 gp value) or magical items (at 1% per 100 XP value).

The DM may also allow an increase in the caster's chance above what the caster's level allows (to 95%) at the rate of 10% per each 5,000 gp or 1,000 XP value of magical items sacrificed.

Land Legs

Reversed form, see sea legs.

Land of Stability

(Abjuration)

Sphere: Wards

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 day/level

Area of Effect: 10-ft. cube/level

Saving Throw: None

The *land of stability* spell protects the area of effect and all creatures and objects within it from the certain natural disasters.

- **Earthquake:** Vibrations do not affect the area, nor do fissures open beneath it.
- **Flood:** The area remains dry, even if submerged.
- **Windstorm:** No damage from strong winds, objects cannot be blown into the warded area.
- **Lava and ash eruption:** These flow around the area.
- **Avalanches:** Stones and snow do not fall on the area.

The spell offers no protection against magically generated disasters or spells that duplicate natural disasters. Disasters in progress in the area when the spell is cast are not affected.

This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus, a 15th-level caster could affect a 150 × 150 × 150-foot cube.

The material components are the priest's holy symbol and a pinch of volcanic ash.

Notes: Common for priests with major access to the sphere of Wards.

Lathander, Boon of

See boon of Lathander.

Lathander, Greater Shield of

See greater shield of Lathander.

Lathander, Shield of

See shield of Lathander.

Laughing Water

(Alteration)

Sphere: Necromantic, Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell transforms any liquid that is primarily water (even fouled water) into sparkling, gently glowing *laughing water* that is sweet to the taste and very satisfying. The amount transformed can be any volume of water no larger than the caster's head.

Imbibing even a single drop of *laughing water* banishes all weariness for a day, and exhausted creatures that drink it become alert and energetic. Swallowing a mouthful cures insanity, blindness, and disease and instantly destroys monster and animal internal parasites and their eggs. Moreover, the drinker is rendered immune to all of these perils for 24 hours from the moment of swallowing. A double amount of *laughing water* can be substituted for holy water in all uses and rituals of the Eldathyn and other good human faiths.

This water is named for another benefit. If *laughing water* is splashed on any being that is under or about to face *Tasha's uncontrollable hideous laughter* (2nd-level wizard spell), it negates all effects of the spell instantly. A subject of such a spell who is carrying or comes into contact with *laughing water* (even just a few drops in a locket vial) before, as, or just after the spell is cast, is immune to the magic (it is consumed rendering this protection).

If hurled in a breakable container, a vial of *laughing water* inflicts 4d6 points of damage on any undead creature it strikes.

The material components are a pinch of diamond dust, a seed from any green plant that is less than a year old, and the water to be altered.

Notes: Granted by Eldath the Green Goddess of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Leadership

A 4th-level spell of the sphere of War. See appendix in Vol. 3.

Leaf into Dagger

(Alteration)

Sphere: Combat, Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds.

Area of Effect: Leaf touched

Saving Throw: None

This spell causes a single plant leaf (of any variety, size, and condition) to shape itself into a non-metallic, nonreflective, silent dagger in the caster's



hand. The dagger acts as a razor-sharp, unbreakable *dagger* +2 that is considered magical for purposes of determining which creatures can be hit. The blade can be used without any nonproficiency penalty by the caster. It is weightless and vanishes if deliberately dropped by the caster; otherwise, it cannot be made to leave the caster's hand. The caster cannot be cut with this blade (and can thus use it on bindings constricting him or her with energetic impunity).

The caster can elect, but only at the end of the first round of the dagger's existence (that is, after using it only once as a handheld weapon), to employ it as a hurled weapon. It must be thrown in the second round and is then able to reach creatures up to 90 feet away with no range penalties. It strikes at a +4 bonus to attack, but loses its damage bonus and vanishes upon landing or striking something.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Legal Thoughts

(Enchantment/Charm)

Sphere: Law

Level: 6

Range: 10 yds.

Components: V, S

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

A priest casting this spell forces the subject of the spell to follow one specific law. The priest can choose any law prevalent in the area in which the priest and the subject currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The subject of the spell is forced to obey the letter of the law to the best of his or her ability. Thus, a subject commanded not to commit murder would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, individuals may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that he or she can hear it. The subject is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the subject won't willingly violate the stated law as long as the spell is in effect.

Legal thoughts can be negated by *dispel magic*. The subject never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed.

Notes: Common for priests with major access to the sphere of Law (ToM).

Lesser Guardian Hammer — Dwarf (Alteration)

Sphere: Guardian

Level: 3

Range: Touch (area to be guarded)

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous when triggered

Area of Effect: Special

Saving Throw: None

A *lesser guardian hammer* is an invisible, hammer-shaped field of force that appears when a guarded door, lock, threshold, or area is disturbed

(even years after the spell was cast). When activated, it flies through the air to strike the nearest living creature (if more than one is closest, determine the one struck randomly). A *guardian hammer* strikes only once, but does not miss. When striking, it appears momentarily as a glowing, translucent hammer and then fades away into nothingness. Its unavoidable strike inflicts 2d12 points of damage. The being struck must make a saving throw vs. petrification to avoid being knocked down.

A *lesser guardian hammer* can be destroyed before activation a successful *dispel magic* cast on the guarded area, or by totally destroying the guarded area without entering it (for example, by *disintegration*). The presence of an *antimagic shell* or its equivalent can suppresses the ward, preventing activation. Once activated, a *lesser guardian hammer* bypasses all magical and physical barriers. It cannot be destroyed, reflected, or diverted by any means, although magic resistance functions normally.

The material components for this spell are a drop of sweat or spittle or a tear from the caster, a hair (from any creature), and a pebble.

Notes: Granted by the dwarven god Thard Harr.

Lesser Guardian Seal

(Invocation/Evocation)

Sphere: Guardian

Level: 4

Range: Touch

Components: V, M

Casting Time: 7

Duration: Special

Area of Effect: Portal touched

Saving Throw: Special

This spell allows the caster to magically seal a door, window, box, and so on against one type of creature (ghouls, bears, elves, etc). Affected creatures cannot pass the seal, nor are their physical or magical abilities, immunities, or resistances effective against it or the material of the closure. A creature of the affected type whose level or Hit Dice exceeds the caster's by 4 or more can shatter the seal.

Other creatures can try to physically destroy the sealed door, box lid, and so on. The warding magic inflicts one-quarter damage (round down) caused to the closure back upon the creature trying to break through. A successful *dispel magic* spell removes the seal.

The seal lasts until the portal is opened, unless made permanent by means of the *permanency* spell.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Lesser Spell song — Drow

(Alteration, Evocation)

Sphere: Creation

Level: 3

Range: As spell created

Components: V, S

Casting Time: 1 rd.

Duration: As spell created

Area of Effect: As spell created

Saving Throw: None

This spell enables the caster, by song and supplication to Eilistræe, to cause an effect equivalent to any desired priest spell of 3rd level or less to occur. In effect, the priest casts the spell with normal effects, range, duration, saving throws, and so on, but without the usual gestures or material components.

The caster must be able to move (hands and shoulders at least) and sing, free of magical silencing. If any such silencing occurs before spellcasting ends, the DM may allow partial spell effects to occur, or the spell may be wasted. Priestesses of Eilistræe are trained to sing when in pain and can sing while dodging about in combat.

While material components are not required of the caster, those that require material components in excess of 100 gp in value require an additional round of singing added to the casting time for each 100 gp value (or fraction thereof) of the original spell. Spells that specify that the material component cannot be eliminated or substituted for cannot be created with the *lesser spell song* spell.

Notes: Granted by the drow goddess Eilistræe.

DM Note: Of course, "any desired priest spell" in the above description means "any desired priest spell granted by Eilistræe." The DM should monitor the spell effects requested and might consider additional conditions of a reasonable nature if a bypassed nonmonetary component is a significant general restriction on the use of a spell.

Levitate — Shukenja

(Alteration)

Sphere: Elemental Air

Level: 3

Range: 20 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: Neg.

The shukenja can levitate one creature, up to a limit of 100 pounds per level of the caster. If cast upon the shukenja, the shukenja can move 20 feet vertically per round, if cast upon another creature, that creature can be levitated 10 feet per round (an unwilling creature gets a saving throw vs. spell to avoid being affected). No horizontal movement is allowed. The caster can cancel the spell as desired.

The material component is a small kite and string.

Notes: Common for oriental priests; otherwise, very rare.

Life Drain

(Necromancy)

Sphere: Necromantic

Level: 3

Range: Touch

Components: V

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: ½

By casting this spell and touching another individual, a priest can fortify another's life force at the expense of another living creature. This spell allows the priest to drain 1d8 hit points, plus 1 additional hit point per level of the caster. The priest can immediately benefit from the hit points, or transfer them to another individual within four rounds of the casting. The stolen hit points can increase those of the recipient beyond the normal maximum, though these extra hit points only last for up to one turn per the caster's level. Any damage suffered by the subject is first subtracted from these additional hit points.

Though predominantly employed by evil priests at the expense of innocents, the spell can be used by those of noble intent, but only if all participants act of their own accord. However, if the subject (the provider of the life force) is unwilling, a successful saving throw vs. spell means the spell was partially

resisted and only half the hit points were drained (round up). Undead can neither benefit nor be harmed by life draining. It is possible, however, for an undead priest to drain hit points from a subject and bestow them on a living ally.

Notes: Uncommon for necromancer-priests.

Life Steal — Savant

(Necromantic)

Sphere: Necromantic

Level: 5

Range: Touch

Components: V

Casting Time: 1

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

This spell allows the savant to leech up to 1 hit point per level of the caster from a living (that is, not undead) human or humanoid. The creature touched must make a successful saving throw vs. spell or suffer the leeched hit points as damage. Hit points lost in this way can be restored by any means that normally restores hit points.

The savant can bestow the life energy upon any living creature by touch. Any transfer must take place within three rounds or the spell is wasted. The leeched hit points can increase the recipient's hit points beyond the normal maximum. Those over the recipient's maximum last up to one hour before fading away. Damage suffered by the recipient is first subtracted from these additional hit points.

The savant can also leech or transfer life energy to or from magical constructs that have hit points; even golems are affected by this ability.

The verbal component is a secret word of power. Once the savant touches the creature, merely speaking the word triggers the effect. Depending on the circumstances, the DM may disallow the saving throw.

Notes: Restricted to cleric-savants. (Updated from *DRAGON* Magazine.)

Lifebane

(Evocation, Necromancy)

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell allows the priest to drain the vital force of a humanoid creature and use the energy personally. The priest must make an attack roll to touch the target creature. If successful, the creature loses 1d6 points of Constitution temporarily. The priest gains 1d4 hit points per point of Constitution drained, but cannot exceed his or her normal maximum hit point total. A creature reduced to a Constitution of zero or below by this spell becomes a ju-ju zombie under the control of the priest who slew it. Constitution points lost from a *lifebane* spell are otherwise regained at a rate of 1 point per day after an initial delay of 1 day. However, there is a 1% chance per level of the priest that a *lifebane* spell permanently drains 1 point of Constitution from the subject. This chance is reduced by -2% per point of Constitution the subject has above 14 prior to the *lifebane* attack.

Notes: Granted by Iuz the Evil of the GREYHAWK setting.

Lift Doom

Reversed form, doom curse.

Light

(Alteration)

Reversible

Sphere: Creation, Guardian

Level: 1

Range: 120 yds.

Components: V, S

Casting Time: 4

Duration: 1 hr. + 1 turn/level

Area of Effect: 20-ft.-radius globe

Saving Throw: Special

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond the sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, who must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature.

If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds

it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative—multiple castings do not provide a brighter light.

The spell is reversible, causing *darkness* in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room—pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

Notes: Common for clerics (PHB).

Lighten Load

(Alteration)

Sphere: Travelers

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 hr./level

Area of Effect: 10-ft. cube

Saving Throw: None

This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can be made more portable by use of a *lighten load* spell.

This spell affects one pile of objects whose volume is equivalent to a 10-foot cube; after the spell has been cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items.

An object affected by *lighten load* can be used normally; the spell has no effect on an object's mass, texture, size, strength, or physical features.

The material components are a feather and a slip of paper moistened by a soap bubble.

Notes: Common for priests with access to the sphere of Travelers.

Lightning Lance

(Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 4 rds.

Area of Effect: Creature struck

Saving Throw: None



This spell creates a silvery shimmering weightless rod about as thick about as a sword hilt and about 4 feet long. This bolt of "frozen" lightning forms with its midpoint in the caster's empty hand and can be used in three ways: as a handheld weapon, as an electrical discharge, or as a hurled bolt.

If wielded as a handheld weapon, it lasts for the full spell duration, strikes with the caster's THAC0, can be used in conjunction with another single-handed weapon or item (such as a dagger or wand in the caster's other hand), and deals 3d6 points of electrical damage per strike. In any of its first three rounds of existence, even if it has been used as a handheld weapon already, a lightning lance can be used in one of the two additional ways described below. If used as a handheld weapon for all four rounds, in the last round the *lightning lance* strikes at +1 and for double damage (6d6).

If touched to a solid object and willed by the caster to discharge, the lance vanishes in a flash, forcing two item saving throws vs. lightning on the object; failure of either means the item shatters.

If hurled by the caster (at the caster's THAC0 with a +1 attack bonus), the lance streaks away in a straight line and deals 6d6 points of damage to any single creature that it strikes. It fades away harmlessly if it does not strike anyone after traveling 30

yards. If the creature struck is in direct, physical contact with another being or beings, the damage is shared evenly.

Notes: Granted by Talos the Destroyer of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Lightning Water

(Alteration, Conjuraton/ Summoning)

Sphere: Elemental Water (Lightning)

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: 2 cu. ft./level

Saving Throw: None

This spell is used by dwarven priests in the process of enchanting magical items, and thus is seldom encountered. By means of this spell, a dwarven priest causes a quantity of water to become infused with the magical spirit of the lightning. The water is then used in the forging or creation of certain items to improve the quality of the goods. The *lightning water* removes imperfections, strengthens metal, and generally makes treated items superior in quality.

Metal jewelry crafted with *lightning water* becomes one category more valuable (see the jewelry table in the *DMG*). All metal items, weapons, and armor crafted with *lightning water* have a +1 bonus to their item saving throws.

To prepare the water, a special trough or container made of fine wood inlaid with silver decorations must be constructed. The container must be made from materials worth no less than 5,000 gp. The container is then *blessed* by a dwarven priest. Thereafter, the container can be used any number of times to collect lightning water.

The water-filled container is first placed outdoors. The *lightning water* spell is then cast over the water, which is left out overnight to capture the spirit of the lightning from a nighttime thunderstorm (either natural or summoned). If no storm occurs, the spell is wasted. Once the lightning spirit is captured within the water, the water itself is not electrified, nor is it dangerous to touch; instead, the water is simply infused with the magical potential and spiritual strength of the lightning.

When the water is retrieved the next morning, it holds its lightning-spirit charge for 12 hours or until the water is used up in the smithy. The *light-*

ning water is used in the forging of weapons, armor, or metal goods, either to improve the quality of the items or to prepare them for magical enchantment. To treat items, 2 cubic feet of water is necessary for each piece of metal jewelry or other small item crafted, 6 cubic feet of water for each weapon, and 12 cubic feet of water for each suit of armor.

The material components for this spell are a miniature silver lightning rod worth at least 500 gp and a vial of holy water sprinkled into the trough of water to be ensorcelled.

Notes: Very rare spell, restricted to dwarves. (Updated from *DRAGON Magazine*.)

DM Note: In the 2nd Edition rules, the jewelry table is Table 86: Objects of Art, in the *DMG*.

Line of Destruction

Reversed form, line of protection.

Line of Protection*

(Abjuration)

Reversible

Sphere: Protection

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Line, 90 ft. long

Saving Throw: Neg.

This cooperative spell requires at least two priests to cast the spell simultaneously. During the casting, the priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces, such as facing walls of a gatehouse or two tree trunks. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or priests). The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field, while recognizable, are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage from the field. Creatures that roll a successful saving throw vs. spell suffer no damage. Creatures that fly over the

field, burrow under it, or teleport to the other side take no damage.

If the spell is cast in its portable form, the priests can move at half their movement rates (limited to the rate of the slower priest). The priests can take no other action, since all their energy is spent in walking and maintaining the field.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests can maneuver by pivoting, but cannot walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than 5 feet in diameter, the spell immediately fails. Thus, creatures, low walls, young trees, pillars, and similar objects will not disrupt the spell.

As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the beginning of another, much like fence posts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. Four priests could form a long line, a square, or a "Z" pattern. The restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern.

The material components are the priests' crostiers, staves, or religious standards, held aloft by each caster.

The reverse of this spell, *line of destruction*, causes 1d3 damage to all creatures passing through it. It causes 1d8 damage to paladins and creatures of good alignment that pass through it. Creatures making a successful saving throw vs. spell suffer no damage.

Notes: Uncommon for clerics and druids with access to the sphere of Protection.

Lion's Claws

(Alteration)

Sphere: Animal

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None



The casting of this spell causes the priest's hands to temporarily develop short, thick claws, like those of a catlike carnivore. This allows the priest to make two attacks per round, inflicting 1d4+1 points of damage per set of claws, and allowing attacks against monsters struck only by

magical weapons. The priest is still able to manipulate objects while this spell is in effect and can cast spells as well.

Scrapings from the claws of a carnivore, preferably a feline one, are required.

Notes: Common for shamans from areas where great cats range. Very rare for druids. (Updated from *DRAGON* Magazine.)

Lionheart

(Abjuration, Illusion/Phantasm)

Sphere: Charm

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 creature/3 levels

Saving Throw: None

This spell is a more powerful version of the 1st-level priest spell *remove fear* but, unlike that spell, is not reversible. The priest casting this spell instills the courage of a lion in each spell recipient. Every creature affected by this spell is immune to magical *fear* attacks for one turn and need never check morale while under its effects. In addition, if the recipient has recently failed a saving throw against a *fear* effect during the current day, the spell immediately ends the effect if it is still ongoing. For every three levels of the caster, one creature can be affected by the spell (one creature at levels 1-3, two creatures at levels 4-6, and so on). This spell has no effect on undead.

The material component is a tuft of hair from a lion or related creature (including wemics, werelions, lammasu, and so on).

Notes: Granted by Nobanion, the Lion King, of the FORGOTTEN REALMS setting.

Listening Shadow

(Alteration, Divination)

Sphere: Divination

Level: 3

Range: 1 mi./level

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 60-ft.-radius sphere

Saving Throw: None

This spell creates a mobile shadow that transmits sounds within 60 feet of its location to its caster (somewhat like the 3rd-level wizard spell

clairaudience). The locale being listened to need not be known. The shadow need not be man-shaped, but it is always of approximately the same cubic volume as the caster. It can squeeze through any hole that one of the caster's hands could pass through up to the wrist, and the caster can change its shape at will. The shadow glides along the ground or floor at MV 15, feather falling gently to earth if it moves over a sudden drop-off. It cannot fly or rise except by moving up a stair or climbing a wall, rock face, or incline that the caster could traverse.

The caster can simply send the shadow a certain distance in such-and-such a direction and listen at that spot or even let the shadow move for the spell duration and listen as it travels. If those listened to move beyond 60 feet from the shadow, the priest can move the shadow to pick them up again (but the direction and distance moved is guesswork unless the priest can see the shadow). The shadow is visible, and will no doubt attract attention if it moves, stops, moves again, and appears to follow beings—especially when no shadow should be present.

The range of this spell denotes how distant the shadow can be from the caster before it dissipates. Although the shadow must initially appear within 300 feet of the caster, both it and the caster can move during the duration of the spell, and the caster can employ other magics without ending the listening shadow. (The caster could teleport away from where the shadow was cast and maintain contact with it so long as his or her new location is still within spell range.)

Some senior priests of Mask have access to powerful magics that allow a listening shadow to teleport to another or even a succession of locales, listening in to each one for a time; certain Maskarran clergy are quite practiced at skipping from one end of a long-range conversation that is being conducted by magical means to another to try to hear most of what is said by all speakers involved. Those who know how can cast a modified *tongues* spell on the shadow (which must be touched directly by the caster at the time) so that although the shadow transmits actual speech and sounds, a simultaneous translation is heard as well in the caster's head alone.

The presence of lead or gorgon's blood in walls (or their mortar) serves as a barrier against the listening linkage of shadow to caster, but the caster retains control of the spell effect. If the shadow can then be moved to a spot where there is no effective intervening barrier, the sound link is restored. Only sounds that are normally detectable by the caster can be heard by this spell, and it only functions on its caster's current plane of existence.

Notes: Granted by the Mask, god of thieves in the FORGOTTEN REALMS setting.

Liveoak

(Enchantment)

Sphere: Plant

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 1 oak tree

Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time; the priest cannot cast *liveoak* again while any previous casting is in effect. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to a maximum of one word per level of the spell-caster is then placed upon the targeted oak; for instance, "Attack any persons who come near without first saying 'sacred mistletoe'" is an 11 word trigger phrase that could be placed by a caster of 11th level or higher. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, with an Armor Class of 0 and with two attacks per round, but with only a 30-foot-per-round movement rate.

Tree Size	Height	Damage per	
		Hit Dice	Attack
Small	12'-14'	7-8	2d8
Medium	16'-19'	9-10	3d6
Large	20'-23'	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for). It can be returned to normal by a successful casting of a *dispel magic* spell or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or hit points of the tree beyond the original value.

The material component is the priest's holy symbol.

Notes: Common for druids (PHB).

Living Ward

(Abjuration, Necromancy)

Reversible

Sphere: Wards

Level: 5

Range: Special

Components: V, S

Casting Time: 2 turns

Duration: 1 turn/level

Area of Effect: 5-ft./level cube

Saving Throw: None



This reverse of the *undead ward* spell prevents any living person from entering the area of effect. Animals and monsters are not affected by the ward. The caster can protect a cube-shaped area with sides that are 5 feet long per level of the caster. For example, a 15th-level caster can create a cube that is 75 feet on a side.

Any living individual attempting to enter the area of the spell is "turned" as if an undead monster. Use the character's level and the Turning Undead table to determine the chances the individual is affected.

In any given round, the spell can affect only 1d6 creatures. Even if the die roll indicates destruction, the creatures are merely forced out of the warded area. An individual can make only one attempt to enter the ward. Living creatures within the area of effect when the spell is cast are unaffected. Still, should they ever leave, they may not be able to get back in.

This spell can be cast by a living priest, but is particularly effective when used by undead creatures. Strahd von Zarovich has a high-level minion who is able to cast this spell for him, should he ever need it.

Notes: Common on the Demiplane of Dread; used mostly by evil priests.

Lizard Limbs

(Alteration, Necromancy)

Sphere: Animal

Level: 4

Range: 0

Components: V

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

Under the influence of this spell, the caster can shed one or two limbs at will, without suffering damage. Thus, the caster can escape the grasp of a fallen tree or large creature by shedding an arm or leg to allow escape. The caster suffers any ill effects that accompany losing a limb, according to the chart. The head is not a limb for this purpose.

Limb Lost

One Leg

Two Legs

One Arm

Two Arms

Tail

Wing or wings

Effect

Walking movement rate halved

Crawl only

Lack of coordination; -2 penalty to Dexterity checks

No use of arms

Lack of balance, -2 to attack rolls and to any proficiency check affected by balance

Loss of flight

Lost limbs begin to grow again an hour after they are lost, taking 24 hours to regrow completely; they are not usable during this period. If a lost limb is recovered within two rounds, it can be reattached in one round.

Notes: Very rare spell. Most likely to be found in the hand of tribal spellcasters.

Lizard to Log

Reversed form, see log to lizard.

Locate Animal Follower — Ranger

(Divination)

Reversible

Sphere: Animal

Level: 2

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 8 hrs.

Area of Effect: 1 animal follower

Saving Throw: None

Occasionally, a ranger's animal follower may wander away in search of food or a mate. An animal follower may also be abducted or trapped. The *locate animal follower* spell helps the ranger find such lost creatures. The spell takes affect once the ranger fixes his or her mind upon the follower being sought. The spell locates only that specific follower.

Once the spell is cast, the ranger slowly turns in a circle. If the follower is within range, the ranger senses when the direction of the sought follower. If the follower isn't within range, the spell doesn't

work. If the follower moves out of the area of effect, the spell is immediately negated. As soon as the ranger sees the lost follower, the spell ends. The spell is blocked by lead.

The spell works only on a natural animal follower (including giant animals), not a supernatural creature, human, demihuman, humanoid, or other. If the follower is dead, the spell still seeks it out, providing other conditions of casting are met.

The material component is a hair, feather, scale or other physical remnant of the lost follower.

The reverse of this spell, *obscure follower*, hides an animal follower from detection by spells, *crystal balls*, and similar means for 8 hours.

Notes: Uncommon for rangers, rare for druids and other nature priests.

Locate Animals or Plants

(Divination)

Sphere: Animal, Plant

Level: 1

Range: 100 yds. + 20 yd./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 20-ft.-wide path 20 yds./level long

Saving Throw: None

The caster can find the direction and distance of any one desired type of animal or plant. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (that is, only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals or plants associated closely with their own mythos.)

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: *common*=50%, *uncommon*=30%, *rare*=15%, and *very rare*=5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

Notes: Common for druids (PHB).

Locate Object

(Divination)

Reversible

Sphere: Divination

Level: 3

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 object

Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and senses when he or she is facing in the direction of the object to be located, provided the object is within range—for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, and so on. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his or her mind the item sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

The casting requires the use of a piece of lodestone.

The reverse, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for eight hours. The caster must touch the object being concealed. Neither application of the spell affects living creatures.

Notes: Common for clerics (PHB). Errata for the duration is incorporated here.

Locate Spirit Animal

(Divination)

Sphere: Divination

Level: 4

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: 1 person

Saving Throw: Neg.

A priest using a *locate spirit animal* spell learns the location of an animal that is the spiritual counterpart of an individual. For a full day afterward, the priest knows the current location of the animal.

This spell is often used to capture an individual's spiritual counterpart, for both good and ill effects. A caster who wishes to inflict harm on the individual can often do so by injuring, or even killing, the animal counterpart. The subject of such an attack suffers symptoms identical to those of the animal (save that the person does not necessarily die if the animal dies), taking the same number of hit points damage as the animal counterpart. If the animal dies and the person does not, the hit point loss is permanent unless countered by at least a full *wish*. Each individual has only one spiritual counterpart and can be subjected to the spell only once.

This spell is often used for beneficial purposes when an individual suffers from a mysterious ailment. Often, the cause of the ailment is an injury or sickness affecting the spiritual counterpart. If the animal can be found and cured, the individual will recover from the mysterious ailment.

Just because a priest knows the location of a spiritual counterpart that does not mean the animal can be reached. The animal may be anywhere within an area of 1d100 × 10 miles of the subject. Often, the priest must undertake a long journey in order to track down the animal.

An individual aware of the casting of this spell and unwilling to have the spiritual counterpart located is allowed a saving throw vs. spell. A successful saving throw means that the priest cannot find the animal counterpart, and the spell fails.

Once the animal is located, it usually regards any attempt to capture or injure it as hostile, even if performed for the benefit of its counterpart. It can fight as a normal member of its species in all ways. It is important to remember, however, that all magic and damage affecting the animal also affects the subject. In the case of spells, the human counterpart is allowed to make a separate saving throw, just as if the spell had been thrown directly against him or her, but with a -2 modifier.

Notes: Common for priests from an Aztec culture. Optionally, available to other shamans and priests of primitive cultures.

Spirit Animals: A spirit animal counterpart is most appropriate for characters from cultures that produce shamans, witch-doctors, and druids. The DM may rule that characters from other cultures do not have such counterparts. On the other hand, individuals who have personally adopted such an animal type as a totem or talisman, or have one as a family patron, may be vulnerable to this spell even if most other individuals of the culture are not.

Log of Everburning

(Enchantment)

Sphere: Elemental Fire

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 hr./level

Area of Effect: Wooden object touched

Saving Throw: None

This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. This spell does not cause wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat—a single log can make a cozy fire. The priest can enchant up to 1 cubic foot of wood or one torch per level of experience. When the spell ends, the wooden object crumbles to ash, provided the object has burned for at least one turn.

Notes: Uncommon spell for druids (*ToM*).

Log to Lizard

(Alteration)

Reversible

Sphere: Animal, Plant

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: 10-ft. cube

Saving Throw: None



This is a special derivation of the 4th-level priest spell, *sticks to snakes*. It is known only to certain members of lizard deity cults and certain primitive shamans and witch-doctors. Except as noted here, it is virtually the same as that spell. The spell must be cast on a sizable log. For the duration of the spell, the log is replaced by a giant lizard with a number of Hit Dice equal to the level of the caster. Each Hit Die has a full 8 hit points. Thus, a 7th-level caster turns a log into a 7 Hit Die giant lizard with 72 hit points. The lizard brought forth is a typical giant one, but its bite is poisonous; it inflicts 1d8 points of damage, and the creature bitten must also save vs. poison or die (onset time 2d8 rounds).

The reverse of this spell, *lizard to log*, besides reversing the effect of this spell, can change any



nonmagical lizardlike reptile into a log for the spell's duration, if a saving throw vs. spell is failed. If the Hit Dice of the lizard exceeds the level of the caster, the spell fails.

Notes: Very rare spell.

Lolth, Meld of

See meld of Lolth.

Longevity

(Alteration)

Sphere: Time

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 day

Duration: Special

Area of Effect: The caster

Saving Throw: Special

By means of this spell, the caster can increase his or her lifespan beyond its normal limit. When the spell is cast, the shukenja must make a successful system shock roll for the spell to have effect. If the roll is failed, the shukenja dies. If successful, the spell increases the lifespan of the shukenja by 2d10 years. Physical aging is slowed proportionately to

the increase in lifespan. For example, a shukenja who through this spell increased his age to 120 years would have the appearance of a spry man of 80 at the end of his life. This spell can be cast multiple times; there is no limit to the number of years the shukenja can add to his or her life. However, the system shock roll must be made each time the spell is cast.

The material components for this spell are a bowl of fresh peaches and an offering to the shukenja's deity worth at least 100 ch'ien (500 gp).

Notes: Common for oriental priests; otherwise, very rare.

Lose the Path

Reversed form, see find the path.

Love Bite

(Alteration)

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell delivers a kiss made by the caster on the empty air unerringly to a chosen creature that is visible and within range. The kiss can be a simple signal (the brush of phantom lips). It can also be an actual bite that causes 1 point of damage (but cannot target a specific location). It can deliver a single touch-based spell, harmful or beneficial, that has been cast within the three rounds immediately preceding the casting of the *love bite* spell.

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting.

Loviatar's Caress

(Alteration)

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell provides the means of unerringly delivering, at a range of 10 yards per caster level, a single harmful or beneficial spell of 4th level or less that normally requires a touch to deliver. The affected spell must be cast within the round immediately preceding the casting of *Loviatar's caress*. Also, the *caress* can be combined with the *pain touch* ability of a specialty priest of Loviatar.

Notes: Granted by the evil goddess Loviatar of the FORGOTTEN REALMS setting.

Loving Pain

(Alteration, Necromancy)

Sphere: Healing

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Special

This spell is often employed by Loviatan clergy to recover from wounds caused in holy rituals. It heals, but causes intense pain while doing so, forcing a system shock roll on the recipient, and preventing that being from doing anything but convulsing, crying out, and writhing about uncontrollably for 1d3 rounds (Armor Class is reduced by 3 points and no coherent actions are possible).

The healing is instantaneous, restoring 1d8 points of damage, plus 1 point per level of the caster. If the system shock roll succeeds, the spell recipient (who may be the caster) takes no damage from the intense pain. If the roll fails, the recipient falls into unconsciousness and is reduced to 1 hit point. In theory, days of healing could bring the stricken being back to full health, but unless aid is nearby, or this "Loviatar's bane" occurs within a Loviatan religious community (whose members are sworn to care for the infirm, and heal them if at all possible), death is the likely result.

This spell has no effect on undead or creatures without nervous systems (such as plant beings, fungi, slimes, jellies, molds, and so on).

The material components are the caster's holy symbol and a drop of unholy water.

Notes: Granted by the evil goddess Loviatar of the FORGOTTEN REALMS setting.

Lower Water

(Alteration)

Keywords:

Sphere: Elemental Water

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of one inch. The depth can be lowered by up to two feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet × 80 feet × 80 feet, a 9th-level caster affects a volume up to 18 feet × 90 feet × 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: the creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, and so on. This can make fords impassable, float grounded ships, and may even

Loyal Vassal

sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the priest's holy (or unholy) symbol and a pinch of dust.

Notes: Common for druids (PHB).

Loyal Vassal

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 day/level

Area of Effect: Person touched

Saving Throw: None

This spell affects any single person who is a bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, nixies, orcs, pixies, sprites, troglodytes, and others. This spell can only be cast upon a person who voluntarily enters the service of another being (who is not necessarily the spellcaster) as a servant or bodyguard. No saving throw is necessary, as it only affects beings that voluntarily submit to its effects. Creatures under any form of magical or psionic control or those that are not in their right minds cannot be affected by a *loyal vassal* spell. During the casting of the spell, the spell recipient's liege-to-be must be named in sufficient detail to specify exactly which person shall serve in that role. More than one *loyal vassal* spell cannot be cast on a single recipient at the same time; subsequent spells automatically fail.

While under the effects of this spell, a recipient is absolutely loyal to the master named during the casting of the spell, and cannot even contemplate any form of betrayal or treachery. The spell does not allow the master to control enspelled vassals as automatons, but the vassals serve to the best of their ability, even giving their lives in service if appropriate. A vassal is loyal to a person, not the office, so deposing the reigning monarch and proclaiming oneself king does not result in a transfer of loyalty by any vassals loyal to the former king.

If the spellcaster or the master harms or attempts to harm the vassal by some overt action, or if a *dispel magic* spell is successfully cast on the vassal, the spell is broken (although it is unlikely that vassals will immediately betray a master in the latter case).

The material component is the priest's holy symbol, which is touched to the brow of the recipient during the casting.

Notes: Granted by Siamorphe the Noble of the FORGOTTEN REALMS setting.

Luckbolt

(Conjuration/Summoning, Evocation)

Sphere: Combat, Protection

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: 4 rds.

Area of Effect: 1 being

Saving Throw: None

This spell can be used by the caster directly or fired at a chosen creature as a silvery-blue bolt that cannot miss and can follow around corners, through teleports and the like, and so on to any location on the same plane. If the recipient being is not the caster, the recipient must be viewed by the caster, either directly or through some means of scrying, as the *luckbolt* is cast. If a priest casts *luckbolt* on himself or herself, it surrounds the priest with a silvery-blue aura for 1 round. In addition, *luckbolt* affects the spell recipient as follows:

On the round after contact, the affected being, on any successful attack, inflicts maximum damage plus an additional 1d10 points. The being is also successful in all ability checks, proficiency checks that can be completed in a round, and saving throws.

On the second round, the affected being receives a +6 bonus to all attack rolls and deals maximum damage plus 1d8 points. The being receives a +4 bonus to all saving throws, proficiency checks that can be completed in a round, and ability checks.

On the third round, the affected being receives a +3 bonus to all attack rolls, a 1d6 bonus on all damage done, and receives a +2 bonus to all saving throws, proficiency checks that can be completed in a round, and ability checks.

On the fourth round, the affected being receives a +2 bonus to attack rolls, a 1d4 bonus to damage, and a +1 bonus to all saving throws, proficiency checks that can be completed in a round, and ability checks.

It is considered a sin for a priest of Tymora to use a *luckbolt* as a personal aid when companions—particularly other worshippers of Tymora—are in greater danger.

Notes: Granted by Tymora, goddess of luck in the FORGOTTEN REALMS setting.

Lungs of Water

(Conjuration)

Sphere: Elemental Water

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 7

Duration: Concentration

Area of Effect: 1 creature

Saving Throw: Neg.



This curse magically creates water inside a subject's lungs, drowning the creature in a few rounds. Nonbreathing creatures and undead are not affected by this spell. Any other creature that fails a saving throw vs. spell immediately begins to drown. See the rules for drowning in Chapter 14 of the *Player's Handbook*. Once the spell begins affecting a creature, leaving the initial casting range provides no remedy.

The spell can be stopped with *remove curse* or by disrupting the caster. A *dehydrate* spell will also cancel *lungs of water*, and the subject suffers no other ill effects.

The material component is the caster's saliva, spat at the intended subject.

Notes: Uncommon for priests from the DARK SUN setting.

Lure

(Necromancy)

Sphere: Charm, Necromantic

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level (maximum 1 day)

Area of Effect: The caster

Saving Throw: Special

This spell causes a single feature or matching pair of features (such as eyes) of the caster's body to alter to exactly match in shape and hue the equivalent features of another living being whom the caster has personally seen at some time in the past. The change is actual, and the altered features are instantly usable, performing as if the caster was entirely used to them. The spell does not alter Strength, Dexterity, or the like, but can temporarily increase or decrease Charisma (if the Dungeon Master permits). For example, if the caster alters his eyes to resemble those of an eagle or a creature whose eyes are on stalks, or modifies his feet to web his toes, others would obviously react to him differently than before the transformation.

Multiple *lure* spells can affect a single creature at the same time. *Lure* spells end upon the death of the affected creature or when the magic expires. A *lure* spell can be removed sooner by a successful *dispel magic* spell.

Some adventuring priests use this spell to temporarily gain beast powers or to change a single hand or limb for purposes of disguise, but most Sunites employ it to lure members of the opposite gender by increasing their personal comeliness (hence the name of the spell). When the caster employs this spell personally, no saving throw is necessary, but when it is cast to affect another creature, both the caster and the recipient must successfully save vs. spell or the spell fails and is wasted. If the recipient is unwilling, failure is automatic.

The material components are a drop of holy water and a scrap (of any size) of the caster's skin.

Notes: Granted by Sunc, Lady of Love, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.



Mace of Odo

(Evocation)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: One hit (4 rds. maximum)

Area of Effect: Creates 1 mace

Saving Throw: Special

This spell enables a priest to create a magical mace in his or her hand. A *mace of Odo* is actually a mace-shaped construct of force. It is translucent, but glows bright white. Its radiance is equal in effect to a *light* spell, though it cannot be extinguished by *darkness* spells. The *mace of Odo* can be wielded immediately when casting is complete, or it can be held for up to three rounds. All spells cast directly at the bearer of a *mace of Odo* are absorbed harmlessly by the mace; area-of-effect spells are not affected by the *mace*.

A *mace of Odo* strikes at a +5 bonus to attack rolls and inflicts 3d6 points of damage upon most creatures; it inflicts 4d6 points of damage to undead creatures. A creature of 2 HD or less suffers only 1 point of damage when struck by a *mace of Odo* but must make a successful saving throw vs. paralyzation or be paralyzed for 1d4+1 turns. Whenever a *mace of Odo* successfully strikes or four rounds after the round of its casting (whichever comes first), the mace vanishes instantly in a burst of white radiance equal in intensity to a *continual light* spell.

The material components for this spell are a stone, a piece of wood, and two drops of holy water.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Mace of Xvim

(Evocation)

Sphere: Combat

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 5 rds.

Area of Effect: Creates 1 mace

Saving Throw: Special

This spell conjures up a short-lived glowing mace in the caster's hand that strikes with a +3 attack bonus, deals 1d12+2 points damage at a

strike, and forces all struck items to succeed at an item saving throw vs. crushing blow or shatter. The mace vanishes if it leaves the possession of the caster

and cannot be wielded by any other being. All magical items and enchanted substances or surfaces bearing a dweomer get a +4 bonus to their saving throws against the shattering power of the mace. Any item that succeeds at its saving throw once against a particular mace of Xvim need not do so again, even if struck repeatedly.

The mace has a reach of 5 feet but is almost weightless; casters of any size and strength can easily wield it. It appears as a black, spiked, knob-headed, one-piece rod surrounded by a dim, flickering, blue radiance.

The material component is an iron or steel nail, alive, or fragment.

Notes: Granted by the evil lesser power Iyachtu Xvim, son of Bane, of the FORGOTTEN REALMS setting.

Maelstrom

(Alteration, Evocation)

Sphere: Elemental Water

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell causes a large body of water (a pond having a 60-foot-deep area that is itself 120 feet across or larger, a lake, or the sea) to sink and whirl into a sucking, drowning cone. The maelstrom created by this spell is a destructive, descending vortex of water that sucks in creatures and objects, whirls them around and down, and thrusts them out of its bottom deep underwater. Waterborne items and creatures within 50 feet of the maelstrom's edge are drawn into it at a rate of 10 feet per round until they enter the cone—whereupon they are whirled around and around, descending for four rounds before being expelled at the bottom on the fifth. The maelstrom is 60 feet deep and 120 feet in diameter.

Creatures able to swim and boats being rowed or under sail can fight against the pull of the maelstrom, making Strength ability checks each round that if successful slow their progress into the cone to 5 feet. Vessels receive a Strength check based on a Strength score equal to that of their strongest rower plus 1.

Once drawn into the maelstrom and descending, creatures take 2d6 points of buffeting damage per round but travel in a fairly stable path. No spells requiring a material component can be cast, and only items already in hand can be used. On each round, descending creatures must make a successful saving throw vs. death magic or drown, unless able to breathe water or hold their breath (a successful Strength and Constitution ability check at a -1 penalty each round or a successful Swimming proficiency check at a -1 penalty each round).

On the fifth round (that of expulsion), the damage is doubled to 4d6 points, and the saving throw vs. death magic is made at a -2 penalty (-2 to holding one's breath). From the 60-foot depth at the center of the cone, the creature is expelled 40 feet downward and to one side. If a rocky bottom or any solid object is struck during this forcible journey, an additional 2d4 points of damage is taken. Thereafter, the being is free of the maelstrom's effects but is 100 feet below the surface of the water and will drown unless means of breathing in water are available or an immediate ascent is made. An ascending creature must succeed at three swimming checks or three sets of Strength and Constitution checks. If any of these rolls fail, 1d4 points of damage are taken per failed roll.

Items drawn into a maelstrom are buffeted and then expelled just as creatures are. They must make successful item saving throws vs. acid for each of the four rounds of descent plus the round of expulsion or be destroyed. If they strike bottom when they are expelled, an additional item saving throw vs. crushing blow is required. If it is failed, the item is destroyed. Buoyant items that survive all this slowly ascend to the surface. All others settle to the bottom wherever the maelstrom hurls them.

When the spell expires, the maelstrom slows and becomes more shallow. Its central waters rise to the surface, carrying all items and creatures caught in them upward in an ascending, undamaging spiral. From the moment the spell expires, no damage is caused by the maelstrom; things not yet expelled from its bottom are borne back to the surface in the described manner.

The material component is a drop of water blessed by Umberlee or by a senior Umberlant in the name of the goddess.

Notes: Granted by the evil sea goddess Umberlee of the FORGOTTEN REALMS setting.

Magefire*

(Abjuration, Necromancy)

Sphere: Healing, Necromantic, Protection

Level: 4

Range: 10 yds.

Components: V, S

Casting Time: 2 turns + 1 turn/additional effect

Duration: Permanent

Area of Effect: 1 worshiper of Mystra

Saving Throw: None

This cooperative spell requires at least two Mystran priests casting the spell simultaneously. For every additional Mystran clergy member (of any class) who participates in the ceremony, another restorative benefit can be empowered. Other participating clergy must either cast *magefire* or donate four spell levels of magical energy to the spell. Clergy who donate energy lose four spell levels of spells from memory as if they had been cast. Portions of a spell donated result in the loss of the whole spell as if it were cast.

With only two casters, this spell works as a *neutralize poison*, *cure disease*, and *remove curse*. For each additional clergy participating, another benefit is added and the ceremony takes another turn to complete. Benefits always take effect at the combined level of all the spell's participants. The additional benefits are, in order: *cure blindness or deafness*, *heal*, *regenerate*, and *dispel magic*. Additional participants past this point enable any effect to be repeated (if a *dispel magic* failed, for instance) or allow a special fell condition to be healed or dispelled at the DM's discretion.

Notes: Restricted to priests of Mystra of the FORGOTTEN REALMS setting.

Magic Creeper

(Alteration)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds. + 1 rd./level

Area of Effect: Vine up to 20-ft. long

Saving Throw: None

This spell allows the druid to temporarily animate up to 20 feet of a single natural vegetable vine or creeper. The caster can then command the affected vine to knot or unknot itself, move along most normal surfaces (including up walls and along ceilings) at a movement rate of 2, or attack

enemies. The vine can be left attached to its parent growth, or a suitable length can be cut before the spell is cast. To make the vine perform any of these actions, the druid must concentrate for an entire round. Any knots or wrappings remain in place after the druid stops concentrating.

The vine attacks as the druid and has an Armor Class of 5. The round after it wraps around a subject and each round thereafter, as willed by the druid, the vine inflicts 1d4 points of constriction damage. Further, the subject must save vs. paralysis or be tangled. The first missed save gives the subject a -2 penalty on attacks and Armor Class; the second missed save immobilizes the subject completely. A successful *bend bars* attempt snaps the vine outright; a single blow of an edged weapon inflicting 5 or more points of damage severs it. Otherwise, it can withstand 15 points of damage from edged weapons or damage-producing magic. The spell ends when the duration expires or when the vine is severed or destroyed. Higher-level druids can animate an additional 20-foot length per 4 levels of experience. This additional length can be the same vine or several different vines within a 10-foot radius.

Notes: Very rare druid spell. (Updated from *POLYHEDRON* Newszine.)

Magic Font

(Divination)

Sphere: Divination

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: Special

Saving Throw: None

The spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a *crystal ball*. For each vial of capacity of the basin, the priest can scry for one round, up to a maximum of one hour; thus, the duration of the *magic font* spell is directly related to the capacity of the holy water receptacle. The DM will know the chances that the subject observed is able to detect the scrying.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

Notes: Common for clerics (*PHB*).

Holy Fonts

A *holy water font* is a specially blessed basin of fine workmanship and precious metal (copper, silver, electrum, gold, or platinum), engraved with the holy symbols of the deity. It is mounted in a special repository of finely crafted and carefully worked rare wood, with a base, pedestal, chest-like holder, and lid—the whole being known as a *font*.

To create holy water (unholy water in the case of evil priests), the priest, robed in the formal vestments of his or her religious persuasion, casts the following spells in succession: *create water*, *purify food and drink* (the reverse for evil priests), *bless* (or its reverse), *chant* (for one turn), and *prayer*. Typically, the ceremony is performed no more than once per week; enough for the daily needs of the priesthood.

The amount of holy water created depends on the metal of the receptacle (see table). Once created, the holy water cannot leave the font for more than a turn without losing its efficacy, unless it is placed within a specially *blessed* vial of crystal—either rock or special leaded glass. An empty vial is worth 2–5 gp. Fonts and basins are constructed and designed by special order, the process taking 4–10 weeks (2d4 + 2).

Variations on the standard fonts, with differing capacities, may be allowed by the DM, using the table values as a guide. For example, a copper basin chased with silver and set with silver rim and handles would hold 8 vials and cost 50% of the copper basin cost, plus 50% of the silver basin cost.

Capacities are design for game purposes to limit supplies of holy water. It is thought that deities find fonts constructed of more costly materials more pleasing, and favor them accordingly.

Receptacles:

Metal	Capacity	Min-Max Basin Cost	Font
Copper	6 vials	130–180 gp	200 gp
Silver	10 vials	1,900–2,400 gp	300 gp
Electrum	18 vials	8,000–12,000 gp	1,000 gp
Gold	32 vials	19,000–22,000 gp	1,500 gp
Platinum	50 vials	110,000–200,000	2,000 gp

Magical Stone**(Enchantment)****Sphere:** Combat**Level:** 1**Range:** Touch**Components:** V, S, M**Casting Time:** 4**Duration:** Special**Area of Effect:** 3 pebbles**Saving Throw:** None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The individual using them must roll normally to hit, although the magic of the stones enables anyone to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck, although they do not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage, 2d4 points against undead. The magic in each stone lasts for but one-half hour, or until used.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

Notes: Common for clerics (PHB).

Magical Tether**(Invocation/Evocation)****Sphere:** Combat**Level:** 1**Range:** 5 yds./level**Components:** V, S**Casting Time:** 4**Duration:** 3 rds. + 1 rd./level**Area of Effect:** 1 object or living being**Saving Throw:** None

This spell can be cast upon any nonliving object or living being within range. Upon casting, the spell creates an unbreakable magical tether graspable only by the spellcaster that stretches from the target object or being to the caster's hand (or hands). Living creatures must voluntarily submit to the effects of this spell or the incantation has no effect. By means of the nonphysical tether, the priest can pull on the subject of the spell as if it were attached to a long, incredibly strong rope. The magical tether can be dropped if the caster wants to drop it, but otherwise it does not fall from the caster's grip. The magical tether cannot be positioned so as to cause damage to a living being, such as to strangle it.

This spell may be cast upon harpoons or other thrown weapons before hurling them in combat. If such a weapon lodges in its target, the priest may be able to drag the target closer, and if the weapon misses, the priest can easily retrieve it. If the weapon is not firmly embedded, however, it is likely to break free. The most typical use of this spell upon living creatures is on people who have fallen into the water and need to be pulled to safety.

Notes: Granted by Ulutiu, the Lord in the Ice, of the FORGOTTEN REALMS setting.

Magical Vestment**(Enchantment)****Sphere:** Protection**Level:** 3**Range:** 0**Components:** V, S, M**Casting Time:** 1 rd.**Duration:** 5 rds./level**Area of Effect:** The caster**Saving Throw:** None

This spell enchants the caster's vestment, providing protection at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best Armor Class (either the armor or the vestment) is used; this protection is not cumulative with any other Armor Class protection.

The material components are the vestment to be enchanted and the priest's holy symbol, which are not expended.

Notes: Common for clerics and druids (PHB).

Magical Vestment — Shukenja

This spell is identical to the 3rd-level priest spell, except for the protection, which is +1 per four levels. This spell functions only within the shrine or temple of the shukenja.

Magma Blade**(Enchantment)****Sphere:** Elemental Magma**Level:** 4**Range:** Touch**Components:** S, M**Casting Time:** 5 rds.**Duration:** Special**Area of Effect:** 1 obsidian sword**Saving Throw:** None

When used on a specially prepared obsidian sword, this spell sharpens the blade to a razor edge and stores a burst of magical energy within. The sword inflicts 3 additional points of damage to anything it hits, and the impact releases a store of magical heat that turns the sword to molten stone. The blade bursts upon an opponent, showering the foe with burning magma and causing an additional 2d6 points of heat damage. The magma can destroy equipment (save vs. magical fire), and continues to burn for 1d6 points of damage per round, up to 10 rounds. A sizable body of water cools the magma in 2 rounds. A full canteen only halts damage for 1 round. Ice spells or *resist fire* are the most effective forms of protection. Also, the subject can drop and roll, extinguishing the magma in 1d4 rounds (rolling in loose sand or wet earth expunges the magma in 1d2 rounds).

To create such a weapon, a priest must first find or craft an obsidian blade. The blade must be taken to a source of magma and, to a chant in an ancient language, plunged into the lava. When it emerges, the weapon is a *magma blade*. Since the creation of such a weapon is governed by pacts with elemental forces, a priest who has prepared a *magma blade* cannot make another until the first has been used.

Notes: Uncommon for priests from the DARK SUN setting.

Magma Jet

(Invocation, Conjunction)

Sphere: Elemental Magma

Level: 3

Range: 2 yds./level

Components: V, S

Casting Time: 5

Duration: Instant

Area of Effect: 1 creature

Saving Throw: None



A priest casts this spell by simply pointing his finger at a creature and screaming the praises of the magma lords. A gout of sticky, molten rock gushes forth and covers the target creature in fiery goo. This causes 2d6 points of damage the first round and 1d6 points every round thereafter until the magma is either cooled or removed, up to a period of 10 additional rounds. Immersion in a body of water cools magma in 2 rounds; the contents of a waterskin halt damage for one round. Cold-based spells and *resist fire* are the most effective forms of protection.

A creature can drop and roll, extinguishing the magical flame in 1d4 rounds. If the creature rolls in loose sand or wet earth, the magma is expunged in 1d2 rounds.



Notes: Uncommon for priests from the DARK SUN setting.

Magma Shield

(Conjuration, Invocation)

Sphere: Elemental Magma

Level: 4

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None



This spell forms a mystical, swirling mass of magma around a common shield. The priest must be able to use a shield to cast this spell, and the shield is destroyed when the spell ends.

Anyone in melee with the priest takes 1d4 points of heat damage if a successful saving throw vs. spell is not made each round. Any attack that misses the caster by exactly 1 point on the attack roll has hit the shield; a weapon that hits the shield must make a successful item saving throw vs. acid or be destroyed.

The caster is protected from the intense heat the shield generates, but not from any other heat source.

Notes: Uncommon for priests from the DARK SUN setting.

Magma Tunnel

(Alteration)

Sphere: Elemental Magma

Level: 7

Range: 0

Components: S, M

Casting Time: 1 turn + 1 turn/level

Duration: 1 turn /level

Area of Effect: 30-ft. × 10-ft. cylinder

Saving Throw: None



By using this spell, a priest can tunnel through solid earth or rock (but not sand or silt) by turning it into flowing magma. A lit torch is applied to the spot of earth the priest wishes to melt. The rock then liquifies and moves out of the way to allow the caster to pass, at a movement rate of 3. The molten rock hardens in its new position, creating a permanent tunnel. Although the caster is protected from the molten rock for the duration of the spell, it takes about 24 hours for the heat to dissipate enough for unprotected creatures to enter. A successful *dispel magic* spell extinguishes the torch and halts further progress, but has no effect on a tunnel once it has formed.

The material component is a burning torch, which lasts for the duration of the spell.

Notes: Uncommon for priests from the DARK SUN setting.

Magnetism

(Alteration)

Reversible

Sphere: Elemental Earth

Level: 4

Range: Touch

Components: V

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 1 object (6 cu. ft./level)

Saving Throw: Neg.

The *magnetism* spell imbues an object made of iron or steel with magnetic properties. The object attracts iron and steel items approaching within 30 feet. The caster can affect an object of up to six cubic feet per level of experience; thus, a 7th-level priest can affect an object 2 × 3 × 7 feet, about the size of a sarcophagus.

Missiles subject to magnetic forces are attracted to the magnetized object and deflected from their intended course. A creature holding an affected item must make a successful saving throw vs. spell each round while in the area of effect, or the item is torn loose and pulled to the magnetized object. An individual wearing affected armor or similar accoutrements must make a saving throw vs. spell each round or be drawn to the object. The force exerted by the magnetic force at the source is 25 pounds per caster level—this can be used to determine if magnetically attracted objects can be separated by main strength (see "Maximum Press" on the Strength table in the *PHB*).

The foregoing assumes the magnetized object is either solidly fixed or more massive than the attracted object. If the object is lighter and not anchored, then it instead moves toward the largest mass of magnetically active material in the area and adheres to it. While the exact effect of this depends on the size of the object, a magnetized object adhering to a weapon may make it difficult or impossible to use, while one adhering to armor may hinder movement or other actions. Typical penalties range from -1 to -4.

The reverse of this spell, *demagnetize*, can temporarily deactivate a source of magnetism up to 6 cubic feet in volume per caster level. Alternately, it can render one iron or steel object of similar size nonmagnetic for the spell's duration.

Notes: Very rare spell for priests with major access to the sphere of Elemental Earth.

Maintain

(Necromancy, Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: None



This spell is used on the Savage Coast in the RED STEEL setting. The affected creature is maintained at his or her current stage of Red Curse effect for the duration of the spell. A recipient in the Time of Grace remains there (except for suffering the loss of a single ability point); a recipient in the Time of Loss or the Time of Change stays at exactly the same point as when the spell was cast. The use of a Legacy ability by a protected creature immediately dispels the *maintain* spell.

The spell does not prevent the loss of the initial point from the appropriate ability score, nor does it eliminate or heal any detrimental effects. It does not work on Inheritors. If the recipient is affected by a successful *deplete* spell (for which the caster need make only a normal attack roll, without the -4 penalty) the *maintain* spell immediately ends, and the full time called for by the *deplete* spell is instantaneously applied to the Time of Loss and Change.

Since cinnabryl is difficult to find in some places, priests developed a spell to counteract some of the effects of the Red Curse. After some work, wizards were able to duplicate the spell's effects.

This spell is used throughout the Savage Coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects and keeps most of the common folk in those small towns from using Legacies.

The spell requires at least a week's worth of undepleted cinnabryl. This must be touched to the recipient's head at the end of casting, but is not consumed in the casting. The caster touches the target creature while reciting the verbal component to activate the spell.

Notes: Common for priests from the RED STEEL setting; otherwise, virtually unknown.

Major Curse

See *bestow major curse*.

Major Curse — Old Empire

(Abjuration)

Reversible

Sphere: Protection

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: Creature (or object) touched

Saving Throw: Special

This spell is similar to the reversed form of the 3rd-level spell *remove curse*, except the spell effect can be permanent. The curse can have one of several effects on a creature (see table).

d% roll	Result
01-50	One ability score is reduced to 3. The DM determines which randomly.
51-75	The creature suffers a -4 penalty to all attack and saving throw rolls.
76-00	The creature is 50% likely to drop any held item (or do nothing in the case of creatures that don't use tools); roll each round.

If a saving throw vs. spell is failed, the *curse* is permanent. If the saving throw is successful, the *curse* lasts only one turn per level of the caster. A *major curse* cannot be dispelled or removed by a *remove curse* spell, but a *remove major curse* spell, a *limited wish*, or a *wish* spell removes it.

This spell can be cast on an item, typically in a tomb where the item is not to be disturbed. In this case, those who touch the item fall subject to the *major curse* (and to the permanent *major curse* if a saving throw vs. spell is failed).

The reverse of this spell, *remove major curse*, removes the effects of a *major curse* or *bestow curse* spell.

Notes: Granted by the Mulhorandi god Nephthys of the FORGOTTEN REALMS setting.

Major Ward

(Abjuration)

Sphere: Wards

Level: 5

Range: 0

Components: V, S, M

Casting Time: 3 rds.

Duration: Until broken

Area of Effect: 10-ft.-radius hemisphere

Saving Throw: Special

This is a stronger variation of the *minor ward* spell. It creates a stronger barrier of force that cannot be broken through by a physical attack of any sort, including the use of such powerful weapons as a *vorpil blade*. The protection cannot be dispelled, but can be brought down by several spells: *disintegrate*, *limited wish*, or *wish*. Further, it can be destroyed by any casting of the following spells that causes at least 50 points of damage: *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Oniuke's freezing sphere*, or *meteor swarm*. Creatures and objects in the area of effect when the ward is breached are not damaged by the breaching effect. The ward cannot be entered or left by traveling astrally, or by *dimension door*, *passwall*, or teleportation of any sort (including *word of recall*). Those in the hemisphere cannot cast spells out, though spells can be cast to affect those inside the area—cures, *neutralize poison*, *commune*, and so on.

The ward remains in effect as long as the caster is conscious; in the round after the caster falls asleep or is loses consciousness, the ward collapses. The caster can will the ward away at any time, but this act takes a full round.

The material components are seven gems of any sort (at least 250 gp value each). They are spaced evenly on the ground, around a 30-foot-diameter circle, though a smaller area can be warded if desired. The gems are consumed in the casting.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Make Real

(Alteration)

Sphere: All

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Permanent

Area of Effect: Plant or object touched

Saving Throw: None

This powerful spell can only be used against nonliving materials or plants (not undead) currently under the effects of other magic (for instance, a stone glowing because a *faerie fire* spell has been cast upon it). *Make real* alters the nature of the recipient to make a magical effect a permanent part of the object or plant. (A glowing stone would shine forever, and *dispel magic* would only temporarily negate its radiance.) This spell cannot be cast on intelligent plants or plant-based monsters.

If multiple forms of magic are affecting an item, *make real* makes all of them permanent, so this spell

can create simple magical items—or rather, items that can pass on contact-related magical effects. Frivolous or alignment-endangering uses of *make real* are not well regarded by Tyr. This spell is intended for use in creating temple items with useful minor magic (for example, a baton that speaks a *magic mouth* warning when passed by someone bearing magical items who is not wearing a holy symbol of Tyr). It is also used for visiting “fitting justice” on beings by altering their property.

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Mantle of Baravar — Gnome

(Abjuration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Creatures touched

Saving Throw: None

This spell confers a special magic resistance against Illusion/Phantasm spells. This magic resistance functions as standard magic resistance, but only against Illusion/Phantasm spells. Those protected each receive 2% magic resistance per caster level, in addition to saving throws normally allowed. The caster can divide the duration evenly among several creatures, to a minimum duration of one-half hour each. Thus, a 10th-level priest can protect one creature for 10 hours, two creatures for 5 hours, three creatures for 3 hours and 20 minutes, and so on. A successful *dispel magic* spell ends the effect immediately.

The material component is the caster's holy symbol.

Notes: Granted by the gnome god Baravar Cloakshadow.

Mantle of Mystra

(Abjuration)

Sphere: Protection

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: Until used or up to 1 year

Area of Effect: The caster

Saving Throw: None

This spell creates an invisible magical aura around the caster. When a specific spell or magical

item discharge (such as *fireball*, but not all fiery spells) impinges on any part of this aura, the mantle instantly absorbs it, negating all of its effects, and converts it to another specific type of spell, hurling that spell back at the source of the original magic.

This action exhausts the mantle, ending its protection. (It otherwise lasts for up to 1 year, even if its caster later memorizes other spells, but it cannot survive contact with a *dispel magic* spell. A given being can enjoy the protection of only one *mantle of Mystra* at a time.)

The returned spell behaves as if it were launched by a caster of the same level, alignment, and abilities as the caster of the first magic. Both the specific spell to be defended against and the spell it is to be converted to and sent back as must be chosen by the caster of the *mantle of Mystra* during its casting and cannot be altered thereafter. The magic defended against must be one the *mantle*-caster has cast, felt the effects of, or observed the effects of, and the specific name of the spell must be known. The return spell must be one the *mantle*-caster has personally cast at some prior time.

Notes: Restricted to priests of Mystra of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Manythorns

(Alteration)

Sphere: Combat, Protection

Level: 2

Range: 0

Components:

Casting Time: 5

Duration: 3 rds.

Area of Effect: The caster

Saving Throw: Special

This spell covers the caster in thousands of bristling thorns. To the caster, these are weightless, spectral, and harmless (the thorns on a caster's arm can apparently retract into the caster's face; using that arm to scratch her nose causes no damage). To others they form an armor that improves the caster's Armor Class by 2, and slashes any creature that comes into bodily contact with the priest for 1d4 points of damage. If the caster can crush a foe against a wall or deliver a blow with a thorn-studded limb (both actions require a successful attack roll), damage is increased to 1d4+2 points. Creatures clad in splint mail or better armor (such as plate mail) are immune to such damage; creatures clad in ring or chain mail are allowed a saving throw vs. spell for half damage.

The thorns fade instantly into nothingness at the end of the spell and are not considered true plant material for the purposes of determining whether they are affected by either friendly or hostile magic.

The material components of this spell are six or more plant thorns.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Mark of Brotherhood — Dwarf

(Alteration)

Sphere: All

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: None

Available to all dwarven priests, this spell places a magical glyph on each of the recipient's hands. The symbol varies according to the priest's religion and clan, marking one of the recipient's hands with the priest's clan insignia and the other hand with the symbol of the priest's deity. Once in place, the *mark of brotherhood* becomes invisible. Thereafter, only those who possess an identical *mark of brotherhood* are able to see it, magical detection notwithstanding.

A *mark of brotherhood* is a permanent fixture unless the recipient commits some offense against the clan or religion associated with the spell, be it physical harm, political sabotage, or the like. If such an act is committed, the *mark of brotherhood* flares with the light of molten steel, searing the recipient's hands for 2 points of damage per level of the casting priest (at the time the spell was cast) and leaving behind visible scars from the ordeal. This damage is derived from pure divine energy; immunity to fire or heat provides no protection. Furthermore, while the inflicted damage can be healed, the scars are permanent, resisting spells like *heal*, *regeneration*, even a *wish*, and penetrating magical disguises including shapeshifting powers and illusions. Only after the subject has made amends for the offense (usually involving a quest on behalf of the offended party) can the scars be removed. In any case, the *mark of brotherhood* is negated if so triggered.

The purpose of this spell is to allow recipients to recognize one another and know who their friends are. It also serves to vindicate recipients

who are falsely accused of some transgression against the clan or religion. If the charges are accurate, the defendant bears the scars as proof.

The material component is a special steel coin bearing the priest's clan insignia on one side and the symbol of the deity on the other. Still hot from the forge, this symbol is clasped between the palms of the recipient (inflicting 1d4 points of damage) as the spell is cast. While the coin appears to be absorbed into the recipient's flesh, it is actually consumed when the priest touches the subject.

While this spell is typically reserved for dwarves, there is precedent for its bestowal upon other races who have performed some great service on behalf of the dwarves.

Notes: Very rare spell, granted by dwarven gods. (Updated from *DRAGON* Magazine.)

Mark of the Hunted

(Summoning)

Sphere: Elemental Air

Level: 6

Range: 30 yds.

Components: S, M

Casting Time: 2 rds.

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None



This curse summons a dreadful beast from the surrounding vicinity and marks the target creature for its prey. Whenever this spell is cast, the DM should pick a suitably foul creature, the most powerful beast found in that area, to be the hunter. This cannot be an ethereal or undead creature, or a creature that does not eat meat. Nightmare beasts, megapedes, and will beasts are the most commonly attracted creatures.

Whatever the hunter, it believes the prey to be the sweetest meat it has ever smelled, and begins to follow 1d4 hours after the spell is cast. From that point until the expiration of the spell, the beast pursues the subject and cannot rest until it feeds or it is slain.

When the spell has expired, the beast returns to its lair, unless it detects its prey. In this case, the beast continues to pursue the subject until it is evaded, slain, or has eaten its prey.

Notes: Uncommon for priests from the DARK SUN setting.

Marthammor's Intuition — Dwarf (Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1-mi. radius

Saving Throw: None

This spell enables the caster to divine the approximate location—up to one mile away in any direction, including up and down—of the nearest dwarf or dwarves in immediate or imminent need of aid. Such emergencies might include a battle with more powerful foes, a life-threatening medical emergency, a broken wagon wheel, or the like, but in no case is the priest made aware of more than the general nature of the emergency. There is no guarantee that the situation revealed is one that the caster is capable of addressing, or that the caster can reach the location revealed by the spell in time to be of assistance.

If no dwarf in need of assistance is within one mile of the caster, the spell ends and the priest is aware of the result. If multiple groups are in need of aid, *Marthammor's intuition* reveals only the nearest emergency, not necessarily the most pressing.

If the priest heads toward the dwarf or dwarves in need within one turn of the casting, moving as fast as safely possible, *Marthammor's intuition* guides him or her along the most efficient route to the scene.

On rare occasions, at Marthammor's discretion, this spell foreshadows an imminent event rather than revealing an ongoing situation. In such circumstances, the caster can usually reach the scene in time to prevent the imminent disaster.

The material components are the priest's holy symbol and a strand of the priest's beard hair.

Notes: Granted by the dwarven god Marthammor Duin.

Marthammor's Thunderbolts — Dwarf (Invocation/Evocation)

Sphere: Combat

Level: 3

Range: 40 yds. + 10 yds./level

Components: V, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special



This spell enables the caster to simultaneously unleash twin *thunderbolts* either from both hands or both eyes. Each *thunderbolt* can be directed at a different target within range, and can either be directed to cure 1d8 points of damage or cause 3d6 points of damage (a creature taking damage is allowed a saving throw vs. spell for half damage).

The twin *thunderbolts* begin at the caster and streak outward to the target creature. Unlike the 3rd-level wizard spell *lightning bolt*, the *thunderbolts* have no effect on objects and are blocked by interposing barriers. The *thunderbolts* do not reflect or rebound and cannot be forked.

The material component is the priest's holy symbol.

Notes: Granted by the dwarven god Martham-mor Duin.

Mask Emotion

Reversed form, see empathy.

Mask of Gargauth

(Alteration, Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 day/level

Area of Effect: The caster

Saving Throw: Special

This spell is much like the 2nd-level wizard spell *alter self*, but with a significantly longer duration. When this spell is cast, caster can alter both appearance and form—including clothing and equipment—to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo limited physical alteration: size can be changed up to 50%. If the form selected has wings, the priest can actually fly, but only at one-third the speed of true creatures of that type and with the loss of two maneuverability classes (to a minimum of E). If the form has gills, the casters can breathe underwater as long as the spell lasts. However, a caster does not gain any multiple attack routines or additional damage allowed to the assumed form.

The priest's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once a new form is chosen, it remains for the duration of the spell. A caster can change back to his or her own forms at will; this ends the spell immediately. A slain caster returns to his or her normal form.

This spell has a peculiar curse associated with it as well. For every day this spell is employed without recasting it, the spellcaster's true appearance becomes more and more diabolical in appearance. Although this transformation provides no new abilities or defenses, for every three days this spell is in effect without being recast, the spellcaster's Charisma permanently drops by 1 (except with respect to other worshipers of Gargauth) to a minimum of 3. This drop in Charisma is not noticeable until the spell expires. Further applications of the *mask of Gargauth* spell cloak any drop in Charisma attributable to this spell but do not stop further decreases from occurring.

The material components of this spell are an unblessed broken horn manifested by Gargauth and the priest's holy symbol.

Notes: Granted by the evil demigod Gargauth of the FORGOTTEN REALMS setting.

Horn of Gargauth

Sometimes Gargauth manifests as an unnatural horn—a solitary horn growing from a animal's head. This gives the animal a goring attack of 1d6. The animal is tainted with Gargauth's evil, becoming increasingly foul-tempered and malicious. About 10 days later, the horn falls off, splitting into two pieces, and the animal sickens and dies. If an opposing priest performs a ceremony involving *blessing* both pieces, then Gargauth and his minions are barred from the area (about a 10-mile radius) for a year.

Maskstone — Dwarf

(Illusion/Phantasm)

Reversible

Sphere: Guardian

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 year/level

Area of Effect: Square, 1 ft./level

Saving Throw: None

This spell alters the appearance of stone to hide seams, openings, traps, runes, doors, and so on. The priest touches the central point of the area to be masked, and visualizes what appearance is desired (hue, fissures, shape, and general appearance). The spell cloaks the stone with the visualized, long-term illusion. A caster of at least 6th level can cloak a second section of similar dimension, and a caster of at least 9th level, a third section.

Features of the stone under the *maskstone* spell remain physically unchanged. A known door can be felt for and located in 1d3 rounds. Unless it has been used by the searcher before, determining its method and direction of opening and the location of any locks or catches is extremely difficult without a *dispel magic* spell to end the cloaking effect. Only characters with thieving skills have the necessary expertise. These can find catches, locks, and traps on such doors at a -15% penalty to their find trap rolls; unlock locks at a -10% penalty to their open lock rolls; and remove found traps at a -10% penalty to their remove trap rolls.

A dwarf, duergar, gnome, xorn, or other subterranean dweller can tell by examination that the stone's surface has been magically masked, but not the nature of the true surface. Features affixed to the stone's surface (such as maps or inscriptions)

are hidden by this magic. *True seeing* penetrates the spell.

The material components are an eyelash (from any creature) and a pinch of dust or sand.

The reverse of this spell, *reveal stone*, negates *maskstone*. If not used for this purpose, it clearly indicates secret or hidden doors, panels, cavities, storage niches, catches, locks, and other deliberately hidden features by momentarily illuminating them with a glowing outline. These features are revealed if the stone has a *maskstone* spell on it or if it is simply in poorly-lit or confusing natural conditions.

The reverse of the spell requires a scrap of gauze and a piece of phosphorous or a handful of iron filings.

Notes: Granted by the evil dwarven deity Abbathor.

Master Rune

(Alteration)

Sphere: Combat, Protection

Level: 7

Range: 30 yds

Components: V, S

Casting Time: 1 rd.

Duration: 4 rds.

Area of Effect: 1 magical symbol or inscription

Saving Throw: None

This spell enables the priest to control the effects of a glyph, symbol, or magical rune written by someone else.

The most common use of a *master rune* spell is as follows: The priest casts the spell, then touches the location of a known or suspected magical symbol or inscription. He or she instantly becomes aware of the effects of any such magic present. The *master rune* spell prevents the glyph or symbol from discharging—even if the touch of the priest was its specific trigger. The priest can reduce the amount or extent of its damage or effects, but cannot increase the effect or change its nature. The priest can also alter the conditions under which the symbol will discharge, in effect turning the symbol to obey his or her intentions rather than those of its creator.

A less common use of the *master rune* spell is to cast it as a protection. Thereafter, when any symbol, rune, or glyph within the spell's range is activated, the caster becomes instantly aware of its effects and can divert them, even if the inscription's presence or location was previously unknown.

Magical effects that change the state of creatures (such as petrification and polymorph magic,

and enchantments causing an affliction) can be diverted to strike a nonliving target; for example, a wall, shield, or door. Magical attacks that directly harm (such as *magic missiles*, *lightning bolts*, and *fire magic*) must be diverted to a living target; for example, a hostile creature, or one better able to withstand the effect. The wielder of the *master rune* can reduce the effect of damage-causing dweomers to one-half normal (save for one-quarter). The diversion must occur within four rounds of the casting of the *master rune*, or it is lost. A *master rune* spell works only against the first symbol encountered; this expends its power.

A Deneirath priest's alignment precludes the diversion of glyph, rune, or symbol magic to an unwilling or unwitting creature that is not in some way threatening the caster. Magics diverted in contravention of alignment, or that cannot be properly diverted, are entirely channeled into the *master rune* wielder for their normal effect.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Measure Cinnabryl

(Divination)

Sphere: Divination, Elemental

Level: 1

Range: 10 ft.

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 item of cinnabryl

Saving Throw: None



With this spell, the caster can measure the amount of time for which a single, visible item of cinnabryl will remain useful in holding off affliction of the Red Curse. The amount of time comes to the caster's mind as if suddenly remembered.

The material component is the priest's holy symbol.

Notes: Common for priests from the RED STEEL setting; otherwise virtually unknown.

Mebhaighl's Touch

Quest spell, see appendix in Vol. 3.

Meld

(Enchantment)

Sphere: Charm

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 12 hrs.

Area of Effect: 1 priest

Saving Throw: Special

This cooperative spell requires only one priest to cast it, but can be cast only on another priest of the same faith. The second priest must voluntarily surrender to the spell, becoming a host for the caster. The host retains his or her own persona and ability to act, but can be *dominated* by the caster at any time. For the most part, this domination is complete.

For the duration of the spell, the caster is essentially detached from his or her own body, which can neither move nor act on its own. The caster's mind is connected to the host's—the caster can see, hear, smell, taste, and otherwise sense everything the host does. The caster can communicate telepathically with the host. Once the spell is completed, the *meld* has no limit to the range over which it can function. However, both the caster and host must remain on the same plane, or the *meld* is broken.

When desired, the caster can *dominate* the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any of his or her own memorized spells from the host, provided that the host has the necessary components. These spells otherwise function exactly as if the caster had used them normally.

The caster can return control to the host at any time, restoring the host's abilities and personality without harm.

The spell is not without limitations and risks. The *domination* must be voluntary. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination by making a saving throw vs. spell. If successful, the spell immediately ends. Whenever the host suffers damage, the caster must make a saving throw vs. death magic to maintain the spell. If the saving throw is failed, a wave of pain is transmitted to the caster, causing 1d6 points of damage and canceling the spell. If the host dies, the caster must make a successful system shock check or die as well.

The material component is a miniature crystal chalice worth no less than 1,000 gp, which is smashed as the casting is completed.

Notes: Common for priests with major access to the sphere of Thought (*ToM*).

Meld Into Stone

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 8 rds. + 1d8 rds.

Area of Effect: The caster

Saving Throw: None

This spell enables the priest to meld into a single block of stone. The stone must be large enough to accommodate the priest's body in all three dimensions. When casting is complete, the caster and not more than 100 pounds of nonliving gear merge with the stone. If the size or weight condition is violated, the spell fails and is wasted.

While in the stone, the priest must remain in contact, however tenuous, with the face of the stone through which he or she melded. The priest remains aware of the passage of time; however, nothing that goes on outside the stone can be seen or heard. Minor physical damage to the stone does not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's destruction expels the priest, who is instantly slain unless a successful saving throw vs. spell is made.

The magic lasts for 8+1d8 rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, the caster is violently expelled and suffers 4d8 points of damage.

The following spells harm the priest if cast upon the melded stone: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and slays the priest instantly unless a successful saving throw vs. spell is made; *passwall* expels the priest without damage.

The material component is the priest's holy symbol.

Notes: Common for druids (*PHB*).

Meld of Lolth — Drow

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: Special

Often used by priestesses to link themselves to a powerful drow male before a battle (to control him when necessary), this spell enables the caster to join minds with another creature. The *meld* allows the caster to see through the other being's eyes and read its thoughts, and communicate telepathically with the linked being.

The caster can act, speak, and cast spells normally without ending this link, and is able (when not casting another spell or using any psionic abilities) to *dominate* the linked being completely, controlling its body regardless of distance (the spell is broken if caster and linked being end up on different planes). The caster can use the linked being as the focus (source of emission) of a currently memorized spell, casting it *through* the linked being—but this ends the *meld* instantly.

If the linked being's Intelligence is less than the caster's, it is allowed a saving throw vs. spells once per turn to break the *meld*. If the linked being is as intelligent as the caster (or more so), and is or becomes (that is when ordered into danger) unwilling to be in the *meld*, it gets a saving throw vs. spell once every second round to escape.

Whenever the linked being suffers damage, the caster must make a successful saving throw vs. death magic. Failure ends the spell, and the pain-wracked caster suffers 1d6 points of damage. If the linked being dies, the caster must make a successful system shock roll or die instantly (the caster can willingly end a *meld* 1 round after deciding to do so).

Notes: Granted by the drow goddess Lolth.

Melisander's Harp

(Alteration)

Sphere: Charm, Combat

Level: 5

Range: 10 ft./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Saving Throw: Neg.



This spell creates the spectral, shadowy illusion floating in midair of a harp that plays by itself. The harp can appear anywhere the caster desires up to 10 feet per level distant. The caster has near total control over the initial position, movement, and playing of the harp. The powers of the harp cannot pass through magical barriers (such as a *wall of force*), and the caster cannot cause the harp to come into being beyond or to move through such a barrier.

If the caster is within 10 feet per level of the harp, he or she can move it up to 10 feet per round as willed. This movement does not require the caster's constant attention, and the caster can take other actions while the harp plays.

The tune or tunes that the harp plays are the ones the caster listed in mind during the spellcasting, and the harp plays them in order at normal tempo, repeating them from the beginning of the list when it completes all tunes selected, until the spell's duration ends. The harp's playing can be turned on and off instantly and repeatedly by the silent will of the caster, and this does not affect spell duration. While the harp is playing, it has the following effects:

- All normal sound is hushed (but not negated) and available light, even magical light, dims.
- All creatures and objects within 60 feet of the harp are affected as if by a *feather fall* spell

with no saving throws (rendering most missiles useless).

- All creatures of 4+4 HD or less within 40 feet must make a successful saving throw vs. spell or be affected as if by a *sleep* spell.
- All creatures within 20 feet of the harp except the caster are *slowed* (no saving throw).

Melisander's harp is unaffected by *dispel magic* or *silence* spells, nor can it be damaged by physical or magical attacks. A *limited wish* or stronger spell is required to dispel it before it expires normally.

The material components of the spell are a silver harp string and at least three tears from an elf, a maiden who sings, a harpist (or other musician), or the caster. Tears from different individuals can be combined in the casting.

Notes: Granted by Finder Wyvernspur of the FORGOTTEN REALMS setting.

This spell is the priest version of the *Melisander's harp* spell presented in *Pages from the Mages*. The spell is named for its creator, the elf mage and Harper hero known to Realmslore as the Last Lonely Harpist. Finder learned it and teaches it to his bardic followers, as well as granting its use to his church.

Memory

(Divination)

Sphere: Divination

Level: 6

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: None

This spell allows the caster to absorb the memory of a person or thing by speaking the spell, then touching the subject. The spell wipes the memory of a living creature blank, though basic instincts and personality remain. Once the memories have been absorbed, the caster can retain up to 20% of them permanently; the rest will vanish after an hour has passed.

The spell is dangerous, having a 20% chance to work in reverse, transferring to the person or thing the memories of the caster, thus wiping out the caster's memory. In this case, the caster must make a successful system shock roll or go insane, as

must any living creature receiving the caster's memories.

Lost memories can be fully restored with a *restoration* spell.

Notes: Restricted to savant-clerics, for whom it is common.

Memory Read — Savant

(Divination)

Sphere: Thought

Level: 3

Range: 5 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject. The time required to view a memory is one-fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for one hour in a little more than one round. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest throughout the time it takes to read the desired memory. Priests can cast this spell on unconscious, sleeping, *held*, or paralyzed creatures.

The subject receives a saving throw when the spell is cast (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). In addition, if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something that the subject is trying to suppress, the subject receives a +5 bonus to the saving throw. If the memory the priest wishes to view is more than six months old, the subject receives a second saving throw, with bonuses depending on the age of the memory (as shown on the table). If the subject succeeds with either of these saving throws, then the spell fails.

Age of Memory	Bonus
6 to 12 months	0
1 to 4 years	+1
5 years or more	+3

This spell creates a mental drain on the priest, who temporarily loses 1d3 points of Constitution. These can be regained only after eight hours of rest, and the spell cannot be cast again until the priest's Constitution is restored.

The material component is a small piece of linen cloth with threads of gold interspersed throughout its weave. This is consumed during the casting.

Notes: Common for priests with access to the sphere of Thought (*ToM*).

Memory Wrack

(Alteration, Enchantment/Charm)

Sphere: Thought

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

This nasty spell disconnects the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject; he or she can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but is likely to have difficulty casting the spell, as described below.

A creature subjected to this spell has a limited ability to act. It is restricted to one action at a time and must concentrate mightily to keep the situation and any planned actions in short-term memory. A subject able to maintain concentration can act normally within these limits.

A creature that is distracted (struck in combat, affected by a spell, startled, surprised, or similarly affected) forgets everything that occurred from the onset of the spell to the moment of distraction. The creature reevaluates the situation as if it had just come to pass.

Consider the following example. The subject of the spell is a soldier assigned to guard the entrance to a building. The priest arrives and casts *memory wrack* on the guard. The guard has no problem remembering his orders, since he received them before the onset of the spell. He also remembers the arrival of the priest. The priest tries to convince the guard that she is authorized to enter the building. The guard refuses her entry. The priest now picks up a rock and throws it at the guard, striking

and distracting him. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. He forgets that the priest has already tried to con him and that she threw a rock at him. He reevaluates the situation as though the priest had just arrived. The priest is free to make another attempt to enter the building.

When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences (By the gods, how did I get here?).

The material component is a ruby of at least 200 gp value, which is crushed during the casting.

Notes: Common for priests with major access to the sphere of Thought (*ToM*).

Mend Limb

Reversed form, see break limb.

Mending — Dwarf

(Alteration)

Sphere: Creation

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 object

Saving Throw: None

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

The material components are two small pieces of lodestone or two burrs.

Notes: Granted by the dwarven god Dugmaren Brighmantle.

Mental Domination

(Enchantment/Charm)

Sphere: Thought

Level: 4

Range: 50 yds.

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is similar to the wizard spell *domination* in that it establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. There are some significant differences between the spells, however.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or spell-like abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone).

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell and must be able to see the subject. Breaking either of these conditions causes the spell to terminate immediately.

This spell requires a moderate level of concentration. While maintaining this spell, the priest can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately ends.

If the priest is 10th level or lower, he or she cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. The priest could thus force a thief to pick a lock. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the remote-control nature of the action.

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

Notes: Common for priests with major access to the sphere of Thought (*ToM*).

Mental Prowess

(Abjuration)

Sphere: Protection

Level: 3

Range: 0

Components: V, S

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 20 ft./level radius

Saving Throw: None

This spell endows all living beings within the spell area at the instant the spell is cast with a bonus of +6 to saving throws vs. all mind-affecting spells and spell-like abilities. This includes, but is not limited to, the mind flayer's mental blast capabilities. The god Helm gives this spell only to his specialty priests on the *Rings of Glyth*, as well as to paladins of all other gods who currently belong to the Code Helm company. There is no exception to this rule.

Notes: Restricted to paladins of the Code Helm company of Realmspace in the FORGOTTEN REALMS setting. Available to specialty priests of Helm on *Rings of Glyth*.

Mental Strength

(Alteration)

Reversible

Sphere: Healing

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None



This spell enables the shukenja to mentally fortify himself or others. The recipient of the spell gains a +4 bonus to saving throws against spells and magical effects involving will force—illusions, enchantments, *charms*, *hypnosis*, *suggestions*, *fear*, possession, telepathic attacks, and so on. In addition, when struck by mental attacks that do not normally allow a saving throw (*pacify*, and so on), the recipient is allowed a saving throw of 17 or better to avoid the effects of the spell.

The reverse of this spell, *mental weakness*, has the opposite effect—lowering the saving throw against mental attacks by -4. The subject must be touched, and no saving throw is allowed.

The material component is the tail of a fox.

Notes: Common for oriental priests; otherwise, very rare.

Mental Weakness

Reversed form, mental strength.

Merchant's Glamer — Dwarf

(Illusion/Phantasm)

Reversible

Sphere: Charm

Level: 2

Range: 10 ft.

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 cu. ft./level

Saving Throw: None

Material goods affected by this spell appear to be much finer than they actually are. Old, rusty weapons can be made to look new, goods of ordinary quality can be made to appear fine, and a common sword can be made to appear as a weapon of quality. For all purposes the ensorcelled goods appear to be genuine, unless tested with magics that specifically penetrate illusions, such as *detect illusion* and *true seeing*.

The spell lasts up to 24 hours, or until shortly after the goods are sold, at which time the dweomer unravels. The actual quality of the goods is revealed after a time equal to 1 turn per level of the caster after the magic starts to fall apart.

Priests of Vergadain do not generally sell goods affected by this spell to other dwarves. If confronted by an irate customer, their usual tactic is either to claim that the customer switched the goods after purchase (and intimate that they have connections with dwarven priests able to use *detect lie*) or to claim that their goods are sold "as is" and the inability of the customer to pick quality goods is not their problem.

The material components are the priest's holy symbol and a tuft of wool.

Notes: Granted by the dwarven god Vergadain.

Merciful Shadows

(Abjuration)

Reversible

Sphere: Cosmos

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/5 levels

Area of Effect: Creature touched

Saving Throw: Neg.



This spell creates a magical shade to protect an individual from the scorching sun. Once cast, the individual gains the benefits of being in the shade (half water consumption requirements), even when traveling or fighting in the full light of the sun. The individual so protected appears normal, except that he doesn't sweat as much as expected and his coloration is a bit gray.

The reverse of this spell, *blistering rays*, intensifies the light and heat of the sun on the subject. The individual must have twice the water per day for duration of the spell or suffer the effects of dehydration. Also, in each round of combat in the open sun, the individual must make a constitution check to keep from passing out. The saving throw, applicable only to the reverse of the spell, negates its effects. This spell (and its reverse) has no effect on an individual who is in the shade.

The material components of this spell are a piece of a palm leaf (or black fabric for the reverse).

Notes: Common for priests from the DARK SUN setting.

Merciful Touch — Elf

(Alteration)

Sphere: Healing

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the priestess can both heal and relieve suffering. *Merciful touch* cures 1d12 points of damage. The dwecomer also alleviates the pain of conditions not otherwise removed by the curative aspect of this spell. For example, the discomfort caused by a disease is held in abeyance, although the disease itself is neither cured nor placed in remission. Likewise, the excruciating pain of an injury such as a broken ankle is masked for the duration of the spell; however, it is still not possible for the creature to put weight on the ankle. Such spells as *irritation* can be effectively negated if the duration of the *merciful touch* exceeds the duration of the spell that inflicts the suffering. *Merciful touch* only affects conditions in existence at the time it is cast.

The material components of this spell are the priest's holy symbol.

Notes: Granted by the elven goddess Sharindlar.

Merge with Nature

(Alteration, Necromancy)

Sphere: Charm, Necromantic, Plant

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: Special

This spell allows a female priest of Sune to avoid old age and death by transforming into a dryad, a being with a life expectancy and strength of constitution and health far beyond mortal range. This spell is used only by high-ranking and somewhat desperate priestesses of Sune, who use it to retain a certain youth and charm and to avoid the shame of being cast out of the clergy when they can no longer hold off the ravages of age. The use of this spell has fallen out of favor in the church, but knowledge of the prayer is retained in the Sunite liturgy.

Upon casting this spell, the caster links herself with a tree and unites with it so that she actually becomes a dryad (as in the *MONSTROUS MANUAL* tome), losing her spellcasting and other class abilities in the process, but getting all a dryad's powers in their stead. As this spell is not reversible, it is used rarely, and only by individuals willing to leave this world and relinquish their positions to a new generation. At the end of the ceremony, the caster must pass a system shock roll or die.

Successful use of this spell requires a tree willing to accept the dryad-to-be (which can be learned by a *speak with plants* spell), the presence of two willing assistants of the Sunite church (preferably clergy), and the caster's holy symbol. The system shock roll that marks the conclusion of the spell is penalized by -10% for every component of the spell ritual that is missing (for instance, -10% for not finding a willing tree, -10% for only one assistant, and so on).

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting.

Message Note

(Illusion/Phantasm)

Sphere: All

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: 1 rd.

Area of Effect: Cloud up to 1 cu. ft.

Saving Throw: None

This spell does not take effect until the conditions stated during its casting are met (visual and audible triggers only, as detailed by the caster, like a wizard's *magic mouth* spell). Any amount of time can elapse between casting and triggering this spell, but the trigger spot for the undischarged magic must be the location of the caster when the *message mote* was cast or an item or object (which may be portable) touched during casting. An undischarged *message mote* cannot be magically detected or dispelled.

Once activated, a *message mote* manifests itself as a twinkling radiance (a single cloud of not more than 1 cubic foot in volume) of a hue, shape, and intensity chosen by the caster. It cannot be blinding or even equal to true sunlight, nor can its appearance change during its presentation, but it can mimic the features of a being or an item known to the caster. A *message mote* flies about on a route predetermined by the caster, at up to MV Fly 18 (B), within the stated spell range. If desired, its movements can convey meaning (for example, pointing out the location of a secret door, keyhole, or hiding place). It can also speak a message of up to 33 words in length. It cannot utter spells, words of activation, or any magical trigger phrases, but it does deliver messages in the voice of the caster, mirroring the volume at which they were delivered during casting. (The caster can, of course, assume an unnatural voice or employ mimicry, and the *message mote* will reproduce that, too.)

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Messenger

(Enchantment/Charm)

Sphere: Animal, Summoning

Level: 2

Range: 20 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the priest to call upon a tiny (size T) creature of at least Animal Intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (that is, 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the

animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

Notes: Common for druids (PHB).

Metal and Mineral Detection

See detect metal and minerals.

Metal Shape — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 9 cu. ft. of metal + 1 cu. ft./level

Saving Throw: None

By means of this spell, the caster forms an existing piece of nonmagical metal into any shape that suits his or her purpose. For example, the caster can fashion a metal weapon, a special trapdoor, or a crude idol. While metal coffers can be thus formed, metal doors made, and so on the fineness of detail is not great. If the shaping has moving parts, there is a 30% they do not work. If the shaping has a sharp edge, there is only a 30% chance it is sharp enough to cut. However, if this spell is employed on metal prior to it being worked upon by a smith, it reduces the time and expense to create the final product by 50% or more, as adjudicated by the DM.

The material component is lead, worked with a hammer into roughly the desired shape of the metal object.

Notes: Granted by the dwarven god, Flandal Steelskin.

Metal Skin

(Alteration)

Sphere: Charm

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 2d4 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell transforms the skin of any creature touched into a gleaming steel-hard surface. The creature's Armor Class becomes 2 for the duration of the spell, but the character becomes slow and stiff. The creature moves at half its normal movement rate and acts last in combat. The character's skin is considered ferrous with respect to magnetism, and the creature must make a saving throw vs. death magic or perish when exposed to a rusting attack. A successful saving throw means the creature still takes 1d4 points of damage per level (or Hit Die) of the attacker.

The material component is a small iron pellet.

Notes: Very rare spell.

Meteors of Celestian

(Evocation)

Sphere: Combat

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 1 or more creatures

Saving Throw: Special

This spell creates 1d4+1 stone spheres, each six inches in diameter. They can be released at any time during the spell duration, but are lost if not used. The meteors shoot from the caster's hand following a straight path toward the target or targets selected. A meteor hits unless the target creature makes a successful saving throw vs. spell. Dexterity and racial bonuses do not apply. If the range is 10 yards or less, the saving throw is at a -2 penalty. Each meteor inflicts 1d4+4 points of damage. The caster can release the meteors simultaneously or individually (at a rate not exceeding three per round).

The material component is a holy symbol of Celestian, and the priest must be under an open sky to cast the spell.

Notes: Granted by Celestian of the GREYHAWK setting.

Might of Mystra

(Alteration, Divination)

Sphere: Divination, Charm

Level: 5

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 day

Area of Effect: Copies 1 wizard spell

Saving Throw: Special

If a priest casts a *might of Mystra* spell before a friendly or hostile wizard casts another spell, the might allows the priest to precisely duplicate the effects of that one spell. No material components are required for the priest's magic and the priest need not even know the name or nature (school) of the spell to be copied, but he must have witnessed either its casting or its results. The decision to copy a spell must be made the round after it is witnessed or the ability to use *might of Mystra* to copy that one spell is lost. Once *might of Mystra* is used to copy a spell, it ends; otherwise, it ends after one day has passed.

The priest's spell deals exactly the same points of damage, affects the same volume of area (if applicable), and lasts for exactly the same duration, as the spell being copied. However, the priest casting the *might of Mystra* spell can select a different target or area of effect and both target creatures and items affected by the magic are allowed new saving throws against the priest's spell as if it was a new casting of the same spell the priest copies.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Might of the Sorcerer-Kings

(Summoning)

Sphere: Cosmos

Level: 2

Range: Touch

Components: V

Casting Time: 5

Duration: 5 rds. + 1 rd./level

Area of Effect: Templar touched

Saving Throw: None



This spell, developed by the sorcerer-kings, empowers a minion with unnatural aggressiveness. A templar under its influence fights with a +2 attack bonus and a +2 damage bonus. The templar loses 1 hit point as the spell ends. Hit points lost in this way can be regained normally.

Notes: Common for the sorcerer-kings of the DARK SUN setting.

Mind Cloak

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell creates a psionically null area around an affected creature. The creature effectively disappears from the psionic world. All telepathic contacts are immediately broken and none can be established while the spell lasts. A cloaked creature with psionic abilities cannot use them. An unwilling creature is allowed a saving throw vs. spell to negate the effect upon itself.

A priest of 9th level or above can affect multiple creatures, with the duration divided evenly among them, to a minimum of 1 turn.

The material components for this spell are the priest's holy symbol and a small black cloak.

Notes: Very rare spell. (Updated from *POLYHE-DRON* Newszine.)

Mind Probe, Jergal's

See Jergal's mind probe

Mind Read

(Divination)

Sphere: Thought

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is a more sensitive version of the wizard spell *ESP*. In addition to detecting the surface thoughts of any creatures in range, the priest is able to probe deeper into the mind of a single creature. *Mind read* reveals the type of creature being probed, although this identity can be couched in the creature's own language or in a (possibly distorted) body image. The spell has a 20% chance of revealing the character class of an individual.

The details and the usefulness of the creature's thoughts depend on the intelligence of the subject. A priest reading the thoughts of an animal would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes.

If mind reading is used as part of an interrogation, an intelligent and wary subject receives a saving throw at a -2 penalty. If successful, the subject resists the spell's effects and the priest learns nothing. If the saving throw is failed, the priest can learn information according to the DM's ruling.

Notes: Common for priests with access to the sphere of Thought (*ToM*).

Mindkiller

(Enchantment/Charm, Necromancy)

Sphere: Thought, Necromantic

Level: 7

Range: 240 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This powerful spell puts the personality of a single human, demihuman, or humanoid into stasis, turning his or her body into a mindless automaton. The body follows any telepathic order given to it by the casting priest. Elves and half-elves have no innate resistance to this spell, and the caster and subject need not share a common language.

To control the subject, the priest must be within 240 yards. A priest of 15th level or lower cannot force the subject to perform particularly delicate actions, such as picking a lock. At 16th level or higher, however, this is possible; the priest could force a thief to pick a lock. Any such delicate actions suffer a -20% penalty (-4 on 1d20) to reflect the controlled nature of the action.

The priest can force the subject to speak, although a full range of emotions cannot be injected into the subject's voice. At the DM's discretion, anyone who is very familiar with the subject can make an Intelligence check to notice that something is wrong (and possibly suspect that the subject's will is not his own). This spell does not give the caster access to the subject's thoughts or memory. However, the caster can see through the subject's eyes.

The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest can attempt to force the subject to cast spells or use innate spell-like abilities. This is a difficult procedure, for which the subject receives a normal saving throw vs. breath weapon. Failure means that the priest forces the use of the power. Any restriction or requirement for the usage must be fulfilled (such as material components). The priest can make one attempt per round to force the use of magic.

The subject's personality remains in stasis until the priest releases it with a mental command. It can also be released by a *limited wish* or *wish*, or by a *heal* spell cast for this express purpose. If the priest ceases concentration on controlling the body or if the subject moves out of range, the subject collapses into a comatose state.

With its personality in stasis, the subject's body will remain alive for a number of hours equal to the subject's Constitution times five. When this time period expires, the body dies and the personality is lost. The subject can be *raised* or *resurrected*, however.

When the body dies, the priest's control terminates. The body's death trauma is felt by the controlling priest as a wracking agony, potentially strong enough to unseat the priest's reason. A priest who has not released the subject prior to death must make a system shock roll at a -15% penalty. Failure means the priest becomes insane as if by a *mindshatter* spell.

The use of *mindkiller* is considered an evil act, and those using this spell are subject to any consequences that may follow.

The material component is a gem of at least 500 gp value, which is consumed in the casting.

Notes: Common for priests with major access to the sphere of Thought, uncommon for priests with major access to the Necromantic sphere (ToM).

Mindnet

Quest spell, see appendix in Vol. 3.

Mindshatter

(Enchantment/Charm)

Sphere: Thought

Level: 5

Range: 3 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the priest to create one specific form of insanity in the subject. Five forms of insanity are possible through this spell.

Schizophrenia: This form of insanity is characterized by personality loss. The subject has no personality of his own, so he selects a role model and makes every possible attempt to behave like that character. The chosen role model will be as different from the subject as possible. (Thus, an insane wizard might begin to follow the habits of a warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast spells. (He might think that he's casting spells, or he might construct a sophisticated series of excuses explaining why he's not in the mood for magic at the moment.) A character who emulates a member of another class does not gain any of the skills of that class and makes all attacks and saving throws as appropriate to his true class. Certain consequences might arise if the character's emulation causes him to break restrictions of his class. For example, a priest emulating a warrior might break his deity's prohibition against edged weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while charmed. Such characters will certainly have to atone for their actions once they return to normal.

Dementia Praecox: The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

Delusional Insanity: The subject is convinced that he or she is a famous figure: a monarch, demigod, or similar personage. Those who fail to recognize the subject with the honor he or she deserves incur great hostility or disbelief. The subject acts appropriately to a station that he or she does not hold. The subject directs orders at real and imaginary creatures and draws upon resources that do not exist.

Paranoia: The subject is convinced that *they* (whoever they are) are spying on him and plotting against him. Everyone around the subject, even friends and allies, is part of the plot. If anyone acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

Hallucinatory Insanity: The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely he or she will hallucinate. Although most hallucinations are external to the subject (that



is, perceived creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might suddenly believe and act as if she had sprouted wings, grown to giant size, and so on.

When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly selects one of these forms of insanity (and should feel free to invent other interesting symptoms). A priest of 14th level or higher can select the form of insanity inflicted.

While under the effect of this spell, the subject can cast spells and use innate powers; however, the use of these abilities is in accordance with the symptoms of the insanity.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A periodic saving throw is allowed, depending on this total. The spell is broken if a successful saving throw is rolled. Refer to the table that follows.

Int + Wis	Time Between Checks
8 or less	1 month
9 to 18	3 weeks
19 to 24	2 weeks
25 to 30	1 week
31 to 35	3 days
36 or more	1 day

The effects of this spell can be removed by a *limited wish* or *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about 3 inches tall, made from fine, delicate china. The priest shatters this bust during the casting.

Notes: Common for priests with major access to the sphere of Thought.

Mindspin

(Illusion/Phantasm)

Sphere: Charm

Level: 7

Range: Special

Components: V, S

Casting Time: 3 hrs.

Duration: Special

Area of Effect: 1 being

Saving Throw: Neg.



The *mindspin* spell isolates the innermost nightmares, fears, and anxieties of the subject and uses them as the basis of startlingly vivid illusions. The spell requires both the caster and the subject to remain undisturbed for three hours while the caster sifts through the subject's mind to create the

illusions. Any disturbance negates the process. If the subject makes a successful saving throw vs. spell, the spell is also broken (but a *charmed* subject is not allowed a saving throw). For the purposes of dispelling, the *mindspin* spell is treated as if cast by a 21st-level priest.

The individual within the dream experiences it as three separate levels of reality. Parts of the dream are experienced as the dreamer moves over physical terrain. The terrain moves along at a rate of one mile per hour, with a maximum range that depends on the level of the dream and the subject's Intelligence. The first level maximum is 20 miles times the subject's Intelligence. The second level maximum is 1 mile times the character's Intelligence. The third level maximum extends to 20 feet times the subject's Intelligence. The dreamer is always a central figure of the dream; all of the effects of each level of the dream disappear if the dreamer is awakened. Dreamwraiths and dreamshadows are common in all levels of the dream; the character is constantly faced with determining what is reality and what is illusion.

First Level: The first level of the dream alters a character's perceptions of space, time, and reality of the immediate area. What is seen as a lush forest may in reality be a barren field. A character may actually travel many miles, yet only perceive himself as having moved a short distance. Time is equally distorted. Travel seeming to last only for a few minutes may actually have taken several days.

Second Level: The second level of the dream distorts a character's perception of reality even fur-

ther, for he can no longer distinguish which of his companions are real and which are illusions.

Third Level: The third level is the core of the dream, as a character's perceptions of himself become distorted. In addition to the effects of the previous two levels, a character uses the attack and saving throw tables of another class:

- Priests use rogue tables
- Warriors use wizard tables
- Wizards use warrior tables
- Rogues use priest tables.

Additionally, because of the disorienting effects of the dream area, certain classes make the following adjustments:

Priest: Subtract Wisdom from 20 and use the result as the priest's Wisdom for determining spell failure. Use the special Turning Undead table given here.

Rogue: For thieving skill rolls, all successes fail and all failures succeed. Otherwise, adjust the rolls normally.

Wizard: Wizards cast spells at one level higher than normal. If this enables a wizard to cast a spell higher than those he currently knows, he can choose any one spell from the higher level. The *mindspin* spell automatically gives the wizard the illusion that he knows this new spell; unlike other spells the wizard casts during the dream, this new spell has only illusionary effects.

Notes: Rare priest spell from the DRAGONLANCE setting (identical to the wizard spell of the same name).

MINDSPIN PRIESTS TURNING UNDEAD TABLE

Type of Undead	Level of Priest									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	—	—	—	—	—	—	—	—	—	20
Zombie	—	—	—	—	—	—	—	—	—	20
Ghoul	—	—	—	—	—	—	—	—	20	19
Shadow	—	—	—	—	—	—	—	20	19	13
Wight	—	—	—	—	—	—	20	19	16	10
Ghast	—	—	—	—	—	20	19	16	13	7
Wraith	—	—	—	—	20	19	16	13	10	4
Mummy	—	—	—	20	19	16	13	10	7	T
Spectre	—	—	20	19	16	13	10	7	4	T
Vampire	—	20	19	16	13	10	7	4	T	T
Ghost	20	19	16	13	10	7	4	T	T	D
Lich	19	16	13	10	7	T	T	T	D	D
Special	16	13	10	7	T	T	T	D	D	D

Mindtouch — Drow

(Divination)

Sphere: Divination**Level:** 2**Range:** 5 yds./level (90 yds. max.)**Components:** V, S, M**Casting Time:** 1 rd.**Duration:** 1 turn/level**Area of Effect:** 1 creature**Saving Throw:** Neg.

Similar to the 2nd-level wizard spell, *ESP*, a *mindtouch* allows the caster limited contact with the minds of nearby living creatures. Surface thoughts can be read, but no mental influencing or direct communication is possible. Unintelligent creatures will yield only emotions and instinctive thoughts.

Undead and creatures without minds (as we know them) cannot be contacted by this spell. Contact can be broken or initially foiled by any thickness of lead, two or more inches of any metal other than lead, or two or more feet of rock.

One creature per round can be probed; the priest can freely switch from one being to another. The priest can even engage in spellcasting or activities requiring intense concentration without ending the spell—but any round in which the priest does not concentrate on the thoughts of a being is a round wasted. While the spell continues for the entire duration, without the caster's concentration, nothing is read.

The caster can use the spell to help determine if a creature lurks in ambush; even if no thoughts can be read, the priest can detect the presence of a mind, and gain some idea of its current state (*agitated*, *active*, *damaged*, *at rest*, and so on). Even a clear thought-reading will not always reveal what sort of creature is being read.

The material component is the priest's holy symbol.

Notes: Granted by the evil drow goddess Lolth.

Minor Curse

See bestow minor curse.

Minor Ward

(Abjuration)

Sphere: Wards**Level:** 4**Range:** 0**Components:** V, S, M**Casting Time:** 3 rds.**Duration:** Until broken**Area of Effect:** Up to 15-ft. radius hemisphere**Saving Throw:** Special

The *minor ward* spell creates a special barrier of force. It cannot be broken through by a physical attack of any sort, including the use of such powerful weapons as a *vorpal blade*. The protection can be brought down by several spells: *disintegrate*, *limited wish*, *phase door*, *shadowdoor*, *planeshift*, or *wish*. Further, it can be destroyed by any casting of the following spells that causes at least 20 points of damage: *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Otiluke's freezing sphere*, or *meteor swarm*. Creatures and objects in the area of effect when the ward is breached are not damaged by the breaching effect. The ward cannot be entered or left by traveling astrally, or by *dimension door*, *passwall*, or teleportation of any sort. Those in the hemisphere cannot cast spells out, though spells can be cast to affect those inside the area—cures, *neutralize poison*, *commune*, and so on.

The ward remains in effect as long as the caster is conscious; in the round after the caster falls asleep or is loses consciousness, the ward collapses. The caster can will the ward away at any time, but this act takes a full round.

The material components are seven small pearls (at least 100 gp value each) spaced evenly on the ground in a 30-foot diameter circle. A smaller area can be warded if desired. The pearls are consumed in the casting.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Minor Wealthtwist

(Alteration, Necromancy)

Sphere: Healing, Necromantic**Level:** 5**Range:** Touch**Components:** V, S, M**Casting Time:** 8**Duration:** Instantaneous**Area of Effect:** Special**Saving Throw:** None

This spell transforms gems, trade bars, and/or coinage of a value of 250 gp per spell level into one of the following spells, chosen by the caster and enacted instantly on him or through his touch on another being: *cure light wounds*, *cure blindness or deafness*, *cure disease*, *cure serious wounds*, or *neutralize poison*. If insufficient funds exist for a chosen spell, the caster is instantly made aware of this, and if enough additional funds cannot be touched within the two rounds of the spell's casting, the caster will have to settle for a lesser spell effect or waste the magic altogether.

This spell is often used by Waukeenar as a special boon to Waukeen-worshipping merchants who are willing to make substantial donations to the church in return for some extra protection.

The material component is the wealth needed to cast the level of spell desired.

Notes: Granted by Waukeen, goddess of Trade, of the FORGOTTEN REALMS setting.

Mirage — Old Empire

(Illusion/Phantasm)

Sphere: Sun

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: 30-ft. cube

Saving Throw: Neg.

This spell creates an elusive mirage in the minds of affected creatures that beckons convincingly from the horizon but never seems to draw closer no matter how they proceed. Unlike the optical phenomenon of the same name, an illusion created by this spell is not restricted to the depiction of a pool of water. Instead, the caster can create nearly any desired image.

A *mirage* spell is subject to several constraints. It must appear on the horizon, although the direction is up to the priest. It cannot occupy more than a 45° arc of the horizon (vertically or horizontally). The mirage always appears fuzzy and appears to shimmer in the heat.

When the spell is cast, any creature in the area of effect must make a saving throw vs. spell or perceive the image. Even a creature not facing in the direction of the image sees a flicker in the corner of its peripheral vision, requiring the saving throw. If conditions are not appropriate for rendering distant objects fuzzy and for making them appear to shimmer, those within the spell effect receive a +5 bonus to their saving throws. Those who successfully save throws see nothing unusual on the horizon at all. Those who fail see the illusion envisioned by the caster and cannot be convinced it does not exist while the spell effect persists.

In addition, if the *mirage* depicts something very desirable (such as a pool of water in a desert), as adjudicated by the DM, anyone failing the first saving throw must make a second saving throw vs. spell without the bonus mentioned above or immediately feel compelled to head toward the vision for the duration of the spell.

A successful *dispel magic* spell ends this spell effect immediately.

The material components of this spell are the priest's holy symbol and several drops of water flicked into the air.

Notes: Granted by the Mulhorandi deity Horus-Re of the FORGOTTEN REALMS setting.

Mirage of Despair

(Illusion)

Reversible

Sphere: Elemental, Sun

Level: 4

Range: 30 yds.

Components: V, M

Casting Time: 4 rds.

Duration: 1 hr./level

Area of Effect: 1 creature

Saving Throw: Neg.



This spell creates visual illusions that affect a single creature. That creature sees everything in its worst possible light—friends are monsters, oases of beauty are deformed pools of black water. It functions only on a creature that has at least average Intelligence.

When the spell is cast, the creature receives a saving throw vs. spell. If successful, the *mirage of despair* fails. Once a creature is affected, a second saving throw vs. paralyzation is required. Failure means it is terrified of the things it sees and flees as if affected by the 4th-level wizard spell *fear*. A creature that is cornered or restrained will attack; it doesn't matter whether the other creature is friend or foe—all creatures are perceived as monstrous. Success means the creature suffers from increasing paranoia for the next turn, at which time another saving throw vs. paralyzation is made. Companions who notice strange behavior from a friend can try to talk him or her out of the mirage (one chance), and this gives the subject one additional saving throw vs. spell to end the effect. A successful *dispel magic* spell or the reverse form can end the spell earlier.

The reverse of the spell, *mirage of deception*, makes everything seem beautiful, warm, and friendly. Athasian sloths are harmless woodland creatures, and an ancient enemy is suddenly friendly and trustworthy. As the subject becomes more trusting and gullible, he or she will agree to any reasonable requests for the duration of the spell. Requests of a dangerous or suicidal nature grant a second saving throw to break the spell immediately, and even if this is failed the creature's actions may be unpredictable.

The material component is the priest's holy symbol.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Mirror Vestments

(Abjuration)

Sphere: Protection

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 turn +1 rd./3 levels (round down)

Area of Effect: The caster

Saving Throw: None

This spell affects only the caster, outlining his or her clothes (and all worn or carried items, so long as they remain in physical contact) with an invisible aura that automatically reflects all magic of a specific wizard school or a specific priestly sphere (chosen by the caster at the time of casting) back at their sources. Magical item effects that duplicate known wizard and priest spells are considered to be discharges of those spells for purposes of determining how a *mirror vestments* spell acts against them. The full force of the magic is returned to its point of origin.

Reflected spells are absorbed by the aura and then hurled back, causing no damage to the caster or anyone nearby. Destroying or removing any integral part of the clothing after this spell is cast on it or switching bodies so that a being other than the caster is wearing the *mirror vestments* instantly ends this spell. The aura created by this spell can handle any number of magics at once, and operates continuously until the spell expires, regardless of what is sent against it or the wishes of its caster.

Notes: Granted by Lathander Morninglord of the FORGOTTEN REALMS setting.

Miscast Magic

(Invocation/Evocation)

Sphere: Chaos

Level: 3

Range: 40 yds. + 10 yds./level

Components: V, S

Casting Time: 2

Duration: Special

Area of Effect: 1 wizard

Saving Throw: Neg.

Miscast magic can be cast only on a wizard. It causes the next spell cast by the affected wizard

to be chosen randomly from his or her memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *featherfall*, *jump*, and *sleep*) and attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* has no effect and the wizard's spell is cast normally.

The *miscast* spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target creature was in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The affected wizard performs the proper verbal and somatic components of the desired spell; the altered results occur when the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving throw vs. spell to avoid the effect.

Notes: Common for priests with access to the sphere of Chaos (ToM).

Misfire

(Enchantment/Charm, Necromancy)

Sphere: Combat

Level: 4

Range: 5 yds./level

Components: S

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None

The subject of a *misfire* cannot hit any chosen target with any thrown, fired, slung, or otherwise projected missile weapon for the spell duration, though unintended targets may well be hit by the subject's use of such weapons. A *remove curse*, *dispel magic*, or *bless* spell cast upon the recipient disrupts this magic and ends the spell.

Notes: Granted by the deities Beshaba and Tyche of the FORGOTTEN REALMS setting.

Misfortune

(Enchantment/Charm, Necromancy)

Sphere: Combat, Charm

Level: 5

Range: Touch

Components: S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Living creature touched

Saving Throw: None

This spell gives the recipient a -3 penalty to all initiative checks, attack rolls, damage rolls, saving throws, ability checks, and proficiency checks, and a -15% penalty to all thieving skill checks for the spell duration. The priest must physically touch the recipient with a bare hand to cast this spell, requiring a successful attack roll if the recipient is in battle or not unaware or immobilized. Nonliving beings, such as undead, are not affected. A *remove curse* or *dispel magic* ends the spell prematurely, and the caster can banish his or her *misfortune* by a silent act of will.

Notes: Granted by the deities Beshaba and Tyche of the FORGOTTEN REALMS setting.

Missing Word

(Divination)

Sphere: Divination

Level: 7

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 incomplete writing or diagram

Saving Throw: None

This spell is an entreaty to Oghma himself to complete a missing, partial, or obscured word, inscription, or diagram in a writing found by the priest. In rare cases, the deity allows use of this spell to complete a fragmentary spell, but all priests of Oghma know that to overuse prayer and supplication in such matters, rather than applying research, contemplation, and experimentation, is frowned upon by the Most Wise.

When a *missing word* spell is cast, the priest immediately suffers 2d6 points of damage (as if wounded; rest and healing magics can restore this lost vital energy) and is surrounded by an aura of purplish-white light and a tension in the air. The spell then either succeeds (the missing writing silently appears) or fails (the aura fades, and the priest receives a momentary and sometimes cryp-

tic vision of guidance; no writing appears) as the god wills. (No saving throw governs this effect; the DM should decide Oghma's will in particular situations.)

When the spell ends, the magically revealed portion fades, leaving the writing incomplete again unless someone has traced over the previously missing portions. At his discretion, Oghma can extend the duration of the revelation to allow the missing text to be copied if it would otherwise take longer than a turn. Using this spell to solve long-standing problems of knowledge, particularly to benefit others not of the Oghmanyte faith, usually succeeds. Using this spell to devise new spells or processes of making goods to enrich the caster generally fail.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting.

Mist of the Goddess

(Alteration, Evocation, Necromancy)

Sphere: Elemental Water, Healing

Level: 7

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd.

Area of Effect: Special

Saving Throw: Special

This spell creates a glowing, green, inverted cone of mist that acts as the priest spells *cure disease* (3rd level), *remove curse* (3rd level), *heal* (6th level), *regenerate* (7th level), *restoration* (7th level), and *resurrection* (7th level) on any single being within it. The base of the cone has a maximum radius of 10 feet per caster level; it can be as small as the caster wills during casting, to a minimum of 5 feet. The cone is 30 feet high; if called forth in an area with low clearance, its height is truncated by any solid, continuous roof or ceiling material. If more than one being or portions of more than one being are touched by the mist, a random being is aided unless the priest calling up the *mist of the goddess* specifically chooses one being as the spell recipient by act of will.

No corpse is aided by this spell if a living intelligent being is in contact with the mists, but if *only* corpses are present, and no single being is chosen by the caster as the spell recipient, all the dead are allowed the saving throw vs. spell they had in life. All those who successfully save are reincarnated (as the 7th-level priest spell *reincarnate*, but without any time limit since death) into a random creature form that can readily survive in the immediate

surroundings (in other words, no fish out of water or tropical species in glacial arctic regions).

The material component is a drop of water blessed by Eldath, blessed by one of her personal servants (her servitor creatures) in her name, or consecrated to her by an Exalted of Eldath.

Notes: Granted by Eldath the Green Goddess of the FORGOTTEN REALMS setting.

Mistake — Gnome

(Illusion/Phantasm)

Sphere: Protection

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 2 rds./level

Area of Effect: The caster

Saving Throw: Special

This spell creates a false impression in the minds of those interacting with the caster. A sentient being who views the priest must make a successful saving throw vs. spell (adjusted for Wisdom) to perceive the caster as he or she truly is. Failure means the being perceives the caster as someone else. The exact identity perceived is created by the affected being, but is one that is least likely to provoke an encounter or cause difficulty for the priest.

Creatures of semi-Intelligence or less (Intelligence 4 or less), supra-genius or better (Intelligence 19 or more) or with a Wisdom of 18 or higher are not affected by the spell. Creatures relying on senses such as scent to identify friends and foes and those who observe the priest casting the spell are not deceived by it.

If the caster is viewed by multiple creatures at once, the magic might create an impression that is the same for all or different for some, depending on which is least likely to provoke an encounter. The spell does not alter the caster in any way or create any visual illusion. While it does not ensure the caster remains undetected, it enhances the chance he or she is not. Each case is unique and adjudicated by the DM. The effects are not permanent. If an affected creature's attention is drawn back to the encounter after the spell expires, it will realize it's been duped, although its Intelligence and Wisdom determines the degree to which the creature can figure out what it really saw. Those with high ability scores will remember more of the truth than those with lower scores, while those with low scores (7 or less) may simply think that there was something odd.

For example, a priest casts this spell upon himself in order to infiltrate a camp of goblins and bugbears and rescue some prisoners. He appears unaffected to his companions who observed him casting the spell. If the priest walks past a bugbear guard, the bugbear might perceive him to be a goblin child who passes by its post several times every day to get water from a nearby stream. If the priest continues by a group of goblin warriors, they might perceive him as a particularly mean subchief who does not like to be disturbed. When the priest reaches the group of prisoners, they might perceive him as a cloaked figure resembling an ally who is obviously trying to free them while not raising an alarm.

The material components of this spell are the priest's holy symbol and small piece of thin, see-through material that is placed across the eyes.

Notes: Granted by the gnome god Baravar Cloakshadow.

Mistaken Missive

(Alteration)

Sphere: Chaos

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Permanent

Area of Effect: 1 page/level

Saving Throw: None

This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptibly begins to move. Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for six days, an entirely new message forms on the page. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day has passed. Following is a sample of the changes that could take place in a message.

Day One: The words of the letter appear faint, as if the author of the letter was running out of ink while writing.

Day Two: The words have moved slightly from their original positions, as if the person writing the letter was shaking or in a moving carriage when the letter was written.



Days Three and Four: The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

Day Five: The ink has formed real words. However, the sentence construction is still meaningless (for example, "Egg west worse green!")

Day Six (and beyond): The message is coherent, but conveys the opposite intent of the original message. If the original letter read, "Send troops quickly," the new letter reads "All is fine. Keep your men in reserve."

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. Thus, a *web* spell might become an *invisibility* spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.

A coded message subjected to *mistaken missive* appears as a coded message on the sixth day but has a different meaning than the original message.

A *glass of preserved words* allows the original message to be read correctly. *Dispel magic* restores the message to its original form.

The material component is three drops of ink.

Notes: Common for priests with access to the sphere of Chaos (ToM).

For the purpose of *mistaken missive*, "ink" is any substance that is artificially compounded or altered to render it suitable for writing. Thus, a message written with chalk or in blood cannot be altered by this spell.

Mists of Ghaunadaur — Drow

(Conjuration/Summoning)

Sphere: Elemental Air

Level: 3

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster can cloak himself or herself in mauve or violet mists that eddy and flow, foiling attacks for which one must see the target (including *magic missile*), and thwarting infravision and heat-based detection abilities. The caster receives a +2 Armor Class bonus. The *mists of Ghaunadaur* can be pierced by *true seeing*. The caster's vision is unhindered by the enveloping mists.

Notes: Granted by the drow god Ghaunadaur.

Moander, Seed of

See seed of Moander.

Modify Memory

(Enchantment/Charm)

Sphere: Thought

Level: 4

Range: 30 ft.

Components: V, S

Casting Time: Special

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to reach into the subject's mind and modify up to five minutes of the creature's memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate

charm, suggestion, geas, quest, or similar spells.

- Allow the subject to recall with perfect clarity an event actually experienced. For instance, the subject could recall every word from a five-minute conversation or every detail from a passage in a book.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes one round. If the subject fails a saving throw vs. spell, the caster proceeds by spending up to five minutes visualizing the memory he or she wishes to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost.

Modified memories won't necessarily affect the subject's actions, particularly if they contradict natural inclinations. An illogical modified memory, such as the subject recalling how much the subject enjoyed drinking poison, will be dismissed as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated him or her in a card game. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

Notes: Common for priests with major access to the sphere of Thought (*ToM*).

Mold Touch

(Alteration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This spell empowers the casting priest to transmute its material components into brown mold spores without suffering personal harm. The first creature touched by the caster within six rounds of the casting is infected by brown mold. A successful attack roll is required to touch an opponent in combat or one who is not unaware or immobilized.

If the caster cannot touch any creature, the mold spores vanish at the end of six rounds.

The mold spores created by this spell cannot live on plant or inorganic material. All the spores are transferred to the first creature touched by the caster. Thus, the caster can infect only one creature per spell. In the event of an accident, this could well be a friend or ally. A *mold touch* spell inflicts 4d6 points of damage upon the target creature, or half that if the subject makes a successful saving throw vs. spell.

Brown mold spreads from the contact point rapidly, growing by absorbing body heat. In the process, it chills the subject. In the second round after the attack, the mold inflicts 2d6 points of damage and half that if the subject makes a successful saving throw vs. spell. On every round thereafter, the subject receives a saving throw vs. spell. If the saving throw is successful, no damage is taken, and the spell ends. If the saving throw is failed, the subject takes 1d6 points of damage in that round.

Brown mold created by this spell is of limited duration, and a subject cannot infect other creatures even if intending to do so. Magical cold harms mold created by this spell in the usual manner, but also affects the creature on which the mold is growing.

The material components of this spell are mistletoe, holly, or oak leaves.

Notes: Granted by Eldath the Green Goddess of the FORGOTTEN REALMS setting.

Moment

(Divination)

Sphere: Numbers

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 50-ft. radius

Saving Throw: None

Theoretically, every action has a particular moment at which it will have its greatest possible effect. Using the arcane mathematics of this spell, the priest can determine the ideal moment for any single action in each round that the spell is in effect. This action must be performed by a being other than the priest.

In practice, another being informs the priest of an action it wants to undertake in a round. The priest concentrates on the action, then informs the being when the correct moment has come. The

being then gains a bonus of 20% (+4 on a d20) to the success of the action. The spell can affect only a single action in a given round. When used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit).

A being seeking advice concerning initiative gains a -2 modifier to the initiative roll, but only at the cost of -2 on its chance to hit. A being that seeks the best attack frequently delays its actions. This causes a +1 penalty to its initiative roll but gives a +4 bonus to the attack roll. The spell cannot affect the amount of damage caused, since the act (striking) has already succeeded at that point.

The being is not obliged to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more important than gaining +4 to hit. The fighter can act normally, based on his or her unmodified initiative. The fighter gains no bonus from the *moment* spell, and the priest can affect no other action in that round.

Noncombat actions can also benefit from the *moment* spell. For example, a thief planning to climb a wall can wait to start her climb until the priest informs her that the moment is right. If she waits, she gains a bonus of 20% to her Climb Walls chance.

While concentrating on this spell, the priest can take no other action. A break in the priest's concentration—taking damage in combat, for example—terminates the spell instantly.

The spell focus is a set of three silver dice, which the priest tosses in his or her hand while concentrating on the spell. The dice can be reused.

Notes: Common for priests with access to the sphere of Numbers (*ToM*).

Moment Reading

(Divination)

Sphere: Numbers

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell allows the priest to determine the "tenor of the now"—in other words, to learn the force that is most dominant at the time. To cast the spell, the priest generates a series of random num-

bers and then studies the pattern contained in that string of numbers. This pattern contains information about current conditions.

In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than five words) describing the tone of the situation. Examples of suitable tones are imminent danger (the DM knows a dragon is approaching the area); peace and tranquillity (the woods in which the PCs camp may look threatening, but the area is actually free of evil influence); or betrayal (one of the PCs' henchmen is actually a spy of their enemy). While the DM can make this comment cryptic, it should be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* always concerns the priest and anyone else in the immediate vicinity, but the definition of vicinity will vary depending on the circumstances. For example, the tenor of the moment might be severe danger if the priest is entering the territory of a dragon who attacks interlopers on sight.

The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (in the direct path of an invading army, for instance).

One casting of this spell tends to taint subsequent castings of the same spell unless they are separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. A second priest casting the spell within 12 hours of the first receives an accurate reading.

The spell requires is a set of 36 small disks made of polished bone engraved with runes that represent numbers. These disks are not consumed in the casting.

Notes: Common for priests with access to the sphere of Numbers (*ToM*).

Monster Mount

(Enchantment/Charm)

Sphere: Travelers

Level: 6

Range: 30 yds.

Components: V, S

Casting Time: 6

Duration: 1 hr./level

Area of Effect: 20-ft. radius

Saving Throw: Neg.

This spell compels one or more living creatures to serve as mounts for the caster and any companions. The spell affects up to 10 Hit Dice or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be large enough to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster.

To maintain the enchantment, the caster must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct.

Notes: Common for priests with major access to the sphere of Travelers (ToM).

Monstrous Illusion

(Illusion/Phantasm, Necromancy)

Sphere: Combat, Necromantic

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell transforms the air around the caster into the shape of any wholly physical Faerûnian creature. It cannot create the shapes of creatures having a dual-planar existence or a fundamental connection to another plane of existence, such as most undead creatures. The monster form chosen must be of a creature that the caster has seen directly on some earlier occasion while it was alive and awake, and cannot be a unique being such as the tarrasque or a particular ruler. The form must also be large enough to encompass the caster.

The caster controls the *monstrous illusion* from within and can use all the normal powers and abilities of the creature except—if applicable—flying. The illusory monster's attacks cause only half the damage the real monster would, but the illusion

also cloaks and shields the caster, who suffers only half the normal damage from attacks made on him or her while within the *monstrous illusion*. This spell can be ended at any time at will.

Notes: Granted by Leira, Lady of Mists, of the FORGOTTEN REALMS setting (or maybe not).

Moon Blade

(Alteration, Evocation)

Sphere: Combat, Sun

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell brings into being a silent, weightless, swordlike construct made of moonlight that extends 4 feet straight out from the caster's hand. It cannot be dropped, transferred to the grasp of another being, or broken. To strike, it must be wielded as a weapon. The caster's normal THAC0 applies, but a *moon blade* is considered a +4 magical weapon for the purpose of what kinds of beings it is able to hit. Its strike drains vitality or life force, causing no visible wounds, but inflicting 1d12+4 points of damage. Undead are visibly wounded by a *moon blade*; their substance boils away from its touch, and they suffer 2d12+4 points of damage per blow.

A successful *moon blade* strike temporarily scrambles magic. On the round after being hit, the creature struck cannot cast spells or call on any spell-like abilities. The functioning of existing spell conditions is suspended for that round, and magical items wielded by the subject do not function for that round.

A *moon blade* vanishes if its caster is slain or casts any other spell except those that have only verbal components.

This spell has no connection with the enchanted items known as *moonblades* borne and made by some elves.

Notes: Granted by the goddess Selfine of the FORGOTTEN REALMS setting, and the elven goddess Sheanine Moonbow.

Moon Path

(Alteration, Evocation)

Sphere: Sun, Travelers

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 15 ft./level

Saving Throw: None

This spell enables its caster to create a stair or bridge from one known, visualized spot to another. The effect is a railless ribbon of glowing white translucent force like a glass strip that is from 3 to 20 feet wide as the caster decides (and able to vary in width over its length if the caster desires). It is a maximum of 15 feet long per level of the caster, though the caster can make it shorter if space is constricted. It can climb or descend and sticks to its endpoints unshakably, even if these endpoints are actually empty air above known ground features.

Beings walking on a *moon path* are protected as follows: They cannot be drained of abilities or experience levels (life force), they cannot be harmed by normal missiles, they are immune to all enchantment/charm spells (although they can sense enough of a spell effect to identify it for what it does), and they cannot fall over or off the moon path, no matter what force strikes it or them.

A *moon path* needs no supports, cannot be shattered or moved by any known force, and is stable enough to cast spells from. It vanishes if struck by a successful *dispel magic*, if the caster wills it to, or if it has been completely traversed by as many beings as the caster has experience levels. Otherwise, it persists for 1 turn per level of the caster. Beings on a *moon path* that expires or vanishes are subject to normal falling damage when they strike whatever hard surface is below. A magical barrier of the 6th or greater spell level stops a forming *moon path* or truncates an existing one where the two meet, but the caster cannot choose to banish only a part of his or her *moon path* in a similar manner. Loss of one part of a *moon path* has no effect on remaining parts, even if the loss cuts the path in two.

The material component is a handful of powdered moonstone.

Notes: Granted by Selûne the Moonmaiden of the FORGOTTEN REALMS setting.

Moon Rising

(Alteration, Abjuration)

Sphere: Combat

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 7

Duration: 2 rds.

Area of Effect: 60-ft. radius

Saving Throw: None

This spell creates a glowing aura (akin to moonlight in intensity and tone, but it can manifest in full sunlight and so be rendered nigh invisible) in a sphere of air that typically appears as a hemisphere while its caster positions it to cover the maximum ground area. It is stationary once cast and has two effects:

All priest spells cast within it (even if cast at areas or targets outside of the *moon rising* area) have the maximum possible effect: They hit automatically, inflict full damage, last for full duration, all saving throws against them fail, and so on. This applies to hostile priest magic also, not merely to the spells worked by the caster and friends.

The second effect must be deliberately exercised by the caster or it is lost: One attack or activity (such as a bend bars/lift gates attempt, or a feat requiring an ability check) in each of the two rounds of the *moon rising* can be augmented by the spell. The caster must choose one attack roll or activity attempt to aid (if no choice is made in a round, the benefit is missed and cannot be saved for later). The enchantment gives a +4 bonus to attack rolls, a 4-point boost to ability checks, and a 20% bonus to percentile rolls.

Notes: Granted by Selûne the Moonmaiden of the FORGOTTEN REALMS setting.

Moon Shield

(Abjuration, Invocation/Evocation)

Sphere: Protection

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level (maximum 2 turns)

Area of Effect: The caster

Saving Throw: None

This spell creates an intangible shield of moonlight that floats along with the caster. It provides enough light to read by, cannot be made brighter or darker by the caster, and operates automatically. A

moon shield gives its caster a saving throw vs. death magic against all undead aging, *fear*, level- and ability-draining attacks. If successful, the attacks fail (though any purely physical damage they cause is unaltered).

A *moon shield* also provides its caster with a +2 bonus to all saving throws against priest spells of the Sun sphere (where such spells allow saving throws) and provides a saving throw vs. spell against all attacks made on the caster by lycanthropes and by silver weapons. If these saves succeed, all damage done to the caster by such forces is reduced to 1 point per successful attack.

The material components of a *moon shield* spell are a piece of silver and a moonstone (both can be of any size, so long as they present at least one surface as large as the caster's smallest fingernail).

Notes: Granted by the goddess Selûne of the FORGOTTEN REALMS setting, and the elven goddess Selaninë Moonbow.

Moonbeam

(Alteration, Evocation)

Sphere: Sun



Level: 5

Range: 60 yds. + 10 yds./level

Components: V, S, M

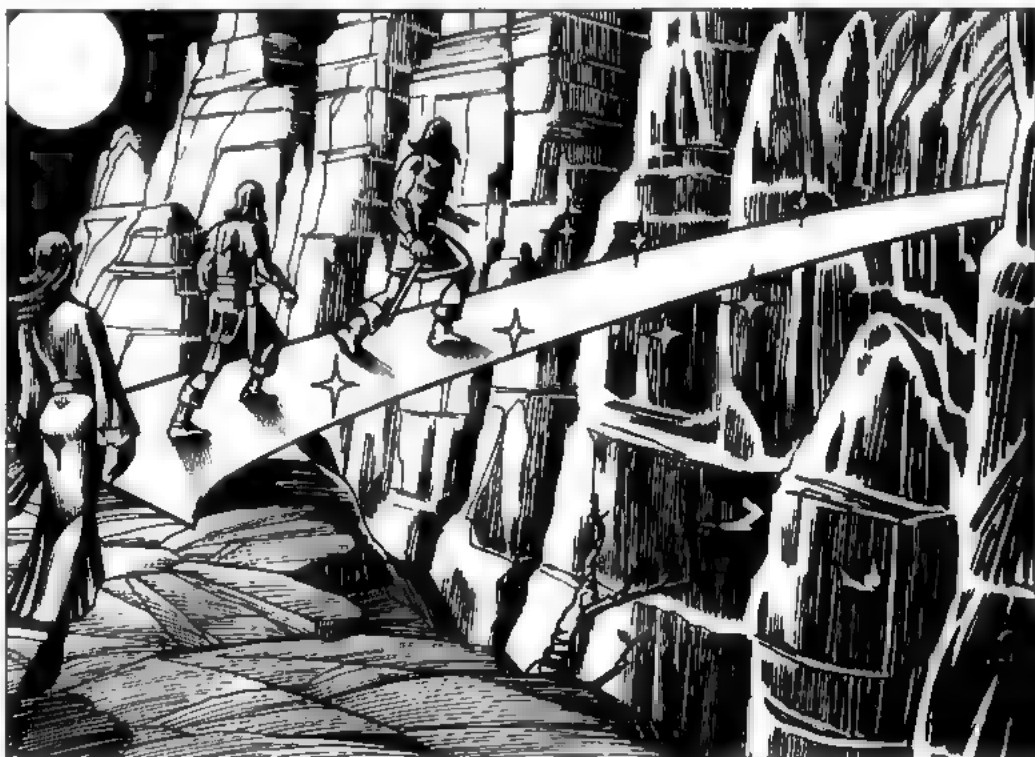
Casting Time: 7

Duration: 1 rd./level

Area of Effect: 5-ft.-radius + special

Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The caster can easily move the moonbeam to any area that he or she can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The



caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (while in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Notes: Common for druids (PHB).

Moonbeam — Cerilia

(Evocation)

Sphere: Sun

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature/3 levels

Saving Throw: Neg.

The *moonbeam* spell uses the power of Cerilia's sun and moon to paralyze undead. When a priest points a talisman at an undead creature and casts this spell, a beam of silver or golden light streaks toward the creature. If the creature fails a saving throw vs. spell, it remains completely paralyzed for the duration of the spell. Otherwise, there is no effect.

Originally granted to Ruornil's followers during the Battle of Mount Deismaar, the *moonbeam* spell has become a weapon against undead for many priests across Cerilia.

The material component is a reflective moon- or sun-shaped talisman (usually depending on the interests of the priest's patron deity). It can be made of glass, mirrored glass, highly polished metal, or polished stone such as hematite.

Notes: Restricted to the world of Cerilia, the BIRTHRIGHT setting; common for priests from that setting.

Moonbow — Elf

(Alteration)

Sphere: Sun

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./2 levels

Area of Effect: Creates 1 bow

Saving Throw: None

This spell creates a crystalline bow only the caster can use. The bow is the size and strength of

a short bow or long bow, as chosen by the caster during the casting. A thin beam of silvery light serves as the bowstring and, when it is drawn back, causes a shimmering, silver arrow to appear in the proper position.

If the caster releases the bow for any reason, it fades into a cloud of luminescence that dances for 1d4+1 rounds, then vanishes into nothingness. The bow can fire, at most, two arrows per round at any target within range. Each shaft trails a stream of *motes of moonlight* (as the 1st-level spell, but lasting only 1d4+1 rounds) delineating the path of flight. A successful attack roll is required to hit the target. After any attack, whether it hits or misses, the arrow fired vanishes in a manner similar to the crystalline bow, as described above.

The effects of a successful hit vary according to the type of target. If shot into an area of magical darkness, the arrow negates the effect, but otherwise does nothing but trail the *motes of moonlight*. Against a living creature, a *moonbow* shaft acts as a bolt of energy from the Positive Material Plane, inflicting 7d4 points of damage. Against an undead creature that draws its power from the Negative Material Plane, the shaft inflicts 14d4 points of damage and bathes the target in silvery *faerie fire* for 1d4+1 rounds. (Multiple successful attacks against one undead creature do not increase the *faerie fire* effect, but simply extend the duration if a later hit would outlast an earlier one.)

Against an undead creature that draws its power from the Positive Material Plane (such as a mummy), a *moonbow* shaft restores 7d4 points of damage, but has no other effect.

The material components are the priest's holy symbol and the silken thread of a cobweb coated in dew gathered beneath the light of a full moon.

Notes: Granted by the elfen goddess Sehanine Moonbow. Some sources refer to this spell as *moonshaft*.

Moonbridge — Elf

(Alteration)

Sphere: Sun

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell transforms a shaft of moonlight, whether it be naturally occurring or magically created (such as by a *motes of moonlight* spell),

into a translucent bridge capable of supporting beings of good alignment. Beings of neutral alignment can also walk atop a *moonbridge* as long as they stay in direct physical contact with the caster (or form part of a chain, of which at least one member must be in physical contact with the priest). Evil beings find *moonbridges* as insubstantial as moonlight. In areas bathed in moonlight with no distinctive shafts of light, the caster can create a *moonbridge* from his or her location in any direction as long as the entire length of the *moonbridge* is bathed in moonlight without interruption.

A *moonbridge* is at most 3 feet wide and at least 20 feet long, although it can extend as far as 120 yards, according to the caster's desire. It can last as long as one round per level, and the caster can order it out of existence instantly. The angle of inclination and direction of the *moonbridge* varies as noted above.

The material components of this spell are the priest's holy symbol and a vial of holy water that has been bathed in the light of the last full moon for at least six consecutive hours.

Notes: Granted by the elven goddess Sehanine Moonbow.

Moondance* —Drow

(Conjuration/Summoning)

Sphere: All

Level: 2

Range: 0

Components: V, S

Casting Time: 8 hrs.

Duration: Special

Area of Effect: Participating priestesses of Eilistraee

Saving Throw: None

A *moondance* is a cooperative magic spell that blesses each participating priestess of Eilistraee who contributes to the casting of the spell. At least three priestesses of the Dark Maiden are required for this spell to be effective.

The *bless* effect of a *moondance* lasts for a number of days equal to the total number of levels of all the priestesses participating in the dance, but not exceeding a maximum of 99 days. Like the recipient of the 1st level priest spell *bless*, a participant in a *moondance* spell receives a +1 bonus to all attack dice rolls, morale checks, and saving throw rolls made against fear attacks.

Notes: Granted by the drow goddess Eilistraee.

Moonfire

(Alteration, Necromancy)

Sphere: Necromantic

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 10 ft. wide × 30 ft. long path

Saving Throw: None

This spell unleashes a flash of "cold white fire" akin to bright moonlight in appearance that begins at any point within range chosen by the caster and flows out from that spot in a straight line away from the caster for 30 feet in a 10-foot-wide strip. All undead creatures within this area suffer 2 points of damage per level of the caster (no saving throw) to a maximum of 20 points.

Moonfire also chills living creatures, doing 2d4 points of damage to those who come into contact with it. It also has the property of revealing all magical auras (including such things as not-yet-triggered fire traps, glyphs, and symbols) that it touches, outlining them with a brilliant greenish radiance. The area where a *moonfire* spell has taken effect repels electricity for 1d4+2 rounds thereafter, and can deflect lightning bolts and similar magical effects, harmlessly diverting them elsewhere.

Notes: Granted by the goddess Selûne of the FORGOTTEN REALMS setting, and the elven goddess Sehanine Moonbow.

Moonfire, Eilistraee's

See Eilistraee's moonfire.

Moonshaft

Aka moonbow.

Moonveil

(Abjuration, Alteration)

Sphere: Elemental Water

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 9 rds.

Duration: Permanent

Area of Effect: Moonwell touched

Saving Throw: None

This complicated evil ritual to magically veil moonwells was recently rediscovered and developed by certain priests of Bane. Moonwells are

precious pools of clear water found in the Moon-shae Isles sacred to the goddess Chauntea, known as the Goddess (or Earthmother) in the Moon-shaes. Some sages and priests believe that this ritual could be modified to seal other existing gates, color pools, and other means of passing between planes or contacting deities.

A *moonveil* spell is a long ritual involving chanting, dancing about the entire circumference or shore of a moonwell, and the sacrifice of one living creature per round. The caster can have up to seven assistants active in carrying out the ritual. If successful, the spell causes a moonwell to lose its properties. In addition, any holy water or *sweet water* potions that are within 90 feet of the caster at any time during the ritual are fouled and useless. The moonwell can be magically purified again, but the other magical waters are ruined forever.

A *veiled* moonwell is covered by an opaque black carpet of curling mist, even in full sunlight. This veil blocks all beneficial effects of the moonwell. It also lessens the local influences of the Goddess (Chauntea), preventing her from awakening or, if already active, from accurately directing her land-dwelling children, Kamerynn the unicorn and the Pack, against evil.

Contact with the black mist forces items to make saving throws vs. acid with a -2 penalty or be destroyed. Living beings must make a successful saving throw vs. poison with a -2 penalty or suffer 3d4 points of corrosive damage per round of contact. If a being dives, falls, or is otherwise immersed in the pool, 6d4 points of damage automatically are inflicted for each round of contact, and the subject must make a successful saving throw vs. poison each round or be blinded. Such blindness lasts for 1d4 turns after the being was last in contact with the mist or water.

All spells of 6th level or less directed against the black mist of the well are reflected back on the caster for full effect. The black mist cannot be separated into smaller portions, nor can any of it be taken away from the well; the magic of the spell generates it continuously from the pool itself.

A *moonveil* can be destroyed by a specially cast variant of the *sunray* spell, *sanctify sacred site* (a 7th-level priest spell of the church of Chauntea). No other means of destroying a *moonveil* has yet been found. It cannot be reversed or negated by the will of the caster.

The material components of this spell are a piece of burned bone from any creature native to the Moonshaes, the blood of one living creature per round of the ritual (each creature must be slain during the ritual), a pinch of dung, a pinch of ashes, a dried snakeskin, and a small vial of liquid poison.

Notes: Granted by the evil god Bane of the FORGOTTEN REALMS setting.

Moonweb

(Abjuration, Alteration)

Sphere: Guardian, Sun

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 2 turns/level

Area of Effect: Creature touched or opening with a surface area up to 1 ft./level square

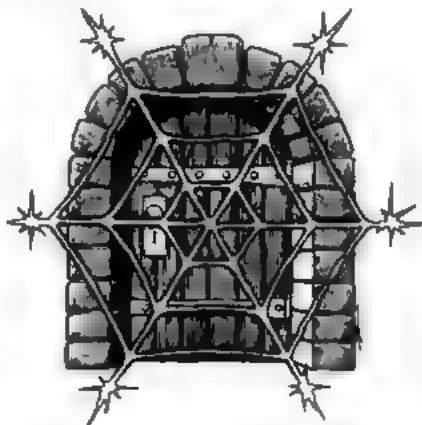
Saving Throw: None

This spell creates a blocking web or a protective cocoon of glowing, shimmering strands of silvery light. The priest chooses the form the spell takes at the time of casting.

A) *Web*. As a blocking spell, it affects an opening such as doorway or window, up to a square surface area of 1 foot per level of the caster (thus, a 9th-level caster can seal an opening measuring 9×9 feet or smaller).

B) *Cocoon*. As a spell of personal protection, a moonweb affects a single creature touched by the caster. The creature to be protected must be completely encompassed (wrapped) by the area of effect, or the spell fails. Otherwise, both castings have certain elements in common:

- A *moonweb* blocks the sight of all but priests of Selûne and the goddess herself (in the cocoon form, the individual can see through it). The *moonweb* does not foil magical means of detecting or locating beings and objects.
- Creatures and objects cannot pass the barrier, nor do magics such as *dimension door* and *teleportation* work (these are drained and ruined).



- Any being, weapon, or spell striking a *moonweb* is forced, violently and immediately, back to its source. Weapon attacks directed at or through a *moonweb* rebound for full damage on the wielder. This includes weapons and spells used by a protected creature.
- Magical weapons damage a *moonweb* before rebounding—these inflict 1 point of damage on the *moonweb* for each point of attack bonus (for example, a sword +3 inflicts 3 points of damage). The *moonweb* has 1 hit point per level of its caster, and dissipates when reduced to 0.
- A *moonweb* repels a *globe of invulnerability* and other magical barriers, but any contact between a *moonweb* and an *antimagic shell* or any prismatic magic instantly destroys both spell effects in a spectacular burst of harmless blue sparks and crawling purple lightning bolts. It can also be destroyed by a successful *dispel magic* spell.
- A caster of a *moonweb*, if on the same plane as the effect, gains a clear, vivid mental image of any being or object that tries to pass or destroy the barrier.

The material components are a drop of holy water and a gray or silver hair from any source.

Notes: Granted by Selûne the Moonmaiden of the FORGOTTEN REALMS setting.

Morale

A 1st-level spell of the sphere of War. See appendix in Vol. 3.

Morningglow

See glyph of warding: Telatha.

Mortal Snare — Shaman

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1d100 years

Area of Effect: 1 spirit

Saving Throw: Neg.



This spell is used to remove an offending spirit from the Prime Material Plane for a time, placing it where the shaman can call upon it. A successful casting binds a supernatural spirit into a living human, demihuman, or humanoid body. A spirit that makes a successful saving throw vs. spell remains at liberty. If left in the body, the spirit can then attempt a saving throw vs. spell once each

turn until it eventually escapes. If the body is not firmly tied down or otherwise incapacitated, the spirit can control it.

Usually, as soon as the spirit is bound into the living body, the caster kills the body, flinging both the body's spirit and the bound spirit into the Astral Plane for the duration of the spell. When the spell ends, the spirit returns to the spirit world and the body's life force departs for its final resting place. Until then, the spirit can be summoned from the Astral Plane.

Exiled spirits are seldom amused by being abused in this way, and may attempt to avenge themselves against the caster when the spell ends. Similarly, other spirits may take offense at the shaman's behavior. Only the most evil or desperate of shamans will use this spell, as its consequences may be far worse than the circumstances that prompted the shaman to take the action.

Notes: Restricted to shamans, uncommon.

Moss Skull

(Invocation/Evocation)

Sphere: Combat, Elemental Fire, Elemental Water

Level: 5

Range: 90 yds.

Components: V, S, M

Casting Time: 8

Duration: Up to 2 rds.

Area of Effect: 20-ft.-radius

Saving Throw: 1/2

This dramatic spell causes a construct that looks like a moss-covered skull to form in the caster's hand and fly from there to strike at a chosen target. The skull travels at MV Fly 21 (A), striking with a THACO of 9. The skull has AC 2 and hit points equal to the caster's level. It can be destroyed on the way to its target, but unless completely destroyed, it inflicts full damage if it reaches its target and hits. Touching a *moss skull* with either fire-based magic (not just heat) or ice-based magic (not just cold) destroys it instantly and harmlessly—it does not explode.

A *moss skull* that strikes its target vanishes in a flash of light, sending forth both fire damage and ice damage into its target. Unless magically protected against those attack forms, a target creature suffers both kinds of damage, as follows: 4d4 points of fire damage (save vs. spell for half), followed by 4d4 points of ice damage (save vs. spell for half). Any item (such as a shield, helm, or breastplate) worn or held by a creature directly struck by the *moss skull* must make a successful



saving throw vs. spell or be destroyed (other items will be unharmed, the target creature's body takes the damage instead).

If the *moss skull* misses, the caster can send it after a different target on the next round, but then it inflicts only half damage, strikes at THACO 15, and is MV Fl 15 (B), with an AC of 5. When so directing it, the caster cannot engage in spellcasting on that round.

A moss skull can strike the wrong person on the way to its intended target, but glances off without exploding or doing damage and continues to chase the target creature.

The caster of *moss skull* can will it out of existence at any time (even just before it hits). Otherwise, it fades away by itself at the end of the first round if it misses and is not immediately directed at another target by its caster. It fades away harmlessly if it misses its second attack.

The material components are a piece of human bone, a pinch of ash from something organic that has been burned in a fire of natural origin (lightning, for example, not caused by magic or deliberately set by a person), and a bone from a creature that froze to death.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Motes of Moonlight — Elf

(Alteration)

Sphere: Sun

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 hr. + 1 turn/level

Area of Effect: 10 ft./level

Saving Throw: None

This spell creates a trail of shimmering, silvery lights in the direction pointed by the caster. The beam of light thus caused is equal in brightness to a shaft of moonlight, and any priest of Sehanine standing amongst the *motes of moonlight* is treated as if bathed in the light of a full moon. Objects in darkness beyond this beam can be seen, at best, as vague and shadowy shapes. The spell is targeted at any fixed point within range of the beam's terminus, 10 feet per level of the caster, and the caster must have a line of sight or unobstructed path to that point when the spell is cast. The beam starts at the caster's holy symbol. Once cast, *motes of moonlight* will hang in place, even if the target or holy symbol is then moved. The caster can dismiss the motes on command.

Notes: Granted by the elven goddess Sehanine Moonbow.

Mother Lode — Dwarf

(Divination)

Sphere: Divination

Level: 5

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is a more powerful version of the *detect metal and minerals* spell. With this spell, a dwarven cleric can locate a major ore deposit of any metal or mineral. When the spell is cast, the type of deposit to be located must be specified. Only one type of deposit can be divined per casting of the spell. Furthermore, the material component employed in the spell must pertain to the type of deposit sought. For example, a tiny iron anvil is required to find the location of an iron ore deposit, while a diamond must be expended to locate a diamond mine.

Once the spell is cast, there is a 100% chance of finding the deposit if the deposit is within the area of effect of the spell. The DM must decide whether such a deposit is present. Obviously, the rarer the substance, the less chance there is of the deposit being present. A DM who wishes to leave the decision to chance can use the following percentages: 60% chance for finding a desired base metal, 30% chance for a precious metal ore or gemstone deposit, 5% for a very rare substance, and 5% for no substance whatsoever (adjust 20% in favor of the component type, but a 96-00 fails outright). The spell detects the desired deposit in a

radius of 10 miles per level of the caster and to a depth of one-half mile per level.

The material components are the cleric's holy symbol and a small amount of the ore to be found. The cost of the material component must be comparable to the value of the deposit to be found. Typical material components will cost 1,000 gp for base metals, 5,000 gp for precious metals or gemstones, or 10,000 gp for very rare metals such as mithral or adamantite.

Any deposit located should be quite substantial, an amount sufficient to support the needs of a dwarven community for months or even years.

Notes: Very rare spell, granted by dwarven deities. (Updated from *DRAGON Magazine*.)

Alternately, the DM can use the "Duration of a Mining Site" guidelines from the *Dungeonmaster's Survival Guide*.

Mountainous Barrier

Athasian Dragon King magic, 9th level; psionic component renders the spell uncastable by priests.

Muddy Water

Reversed form, cleanse water.

Mulch

(Alteration, Necromancy)

Sphere: Plant

Level: 5

Range: 5 ft./level

Components: V, S

Casting Time: 5

Duration: 1 rd.

Area of Effect: Cube, 10 ft./level (90 ft. cube minimum)

Saving Throw: Special

This spell must be used with extreme care by priests of Silvanus, for its reckless use could undo much of the growth and revitalization of sylvan lands that their god stands for. It causes wood (such as a tree, shrub, door, or cottage wall) or once-living organic material (such as leather straps or rope) to rot away instantly. Carefully applied, this can make plate mail fall off a foe, free a bound captive, and so on. When used with less care, it can destroy clothing in a trace, cause weapons to fall off friendly warriors in all directions, and devastate gardens or stands of trees. The caster can affect an area 10 feet on a side per level of the

caster (thus, a 9th level priest can affect an area measuring 90 × 90 × 90 feet). The spell must affect a minimum 90-ft. cube; the spell's area of effect above this is increased at the caster's discretion, but limited by his or her experience level.

This spell instantly kills yellow musk creepers, violet fungi, and various harmful molds, but intelligent plant life receives a saving throw vs. spell at +5 to avoid death. Plant beings (such as shambling mounds and vegpeygms) successfully saving against a *mulch* spell suffer 5d4 points of damage instead.

Nonvegetable intelligent beings are affected by this spell in a curious way: Its touch causes much internal moisture to retreat from the skin and fat layers of the body to deeper body cavities for a short period. This does no damage and has no adverse effects save to cause an affected being's voice to grow rough and quavery and to cause the being's skin to become very wrinkled (because it hangs more loosely). This effect of the spell would temporarily ruin a good singing voice, and for 1d4+1 rounds, it tends to cause affected beings to appear very old. This side-effect of the spell has been used by priests to aid in disguise attempts, fake devastating diseases, or simulate magical aging.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting.

Multiple Message Mote

(Illusion/Phantasm)

Sphere: All

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 1 cu. ft. maximum

Saving Throw: None

This spell creates a more powerful sort of *message mote*. Its effects are identical to an ordinary *message mote* in all important respects save two.

Though it also appears for only 1 round at a time, it can reappear whenever its triggering conditions are met for as many times as the caster has levels at the time of casting before the magic is exhausted.

A *multiple message mote* is also capable of delivering two different messages: a *general message* of 33 words, and a special, *secondary message* of 16 additional words that are uttered only in the presence of a personal holy symbol of Tyr (in other words, when the beings triggering the *mote* include a priest of the Just God). The caster has the

option of suppressing this second message when within spell range of beings who do not carry holy symbols of Tyr (such as when Tyrran priests are accompanied by nonpriests) or of not using this aspect at all. (Due to these special properties, many *multiple message notes* appear as trap warnings in the secret entry passages of numerous temples.)

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Murk — Sahuagin

(Alteration)

Sphere: Combat

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 6

Duration: 2 turns

Area of Effect: 60-ft. radius

Saving Throw: Special

A more powerful version of the *gloom* spell, *murk* fills the water in a 60-foot-radius globe with inky silt. The globe can be centered on a creature, an object, or on a point in space. Unwilling creatures receive a saving throw vs. spell to negate the effect. Placing the spell on a mobile creature or object creates a mobile effect.

Sahuagin can see 4d4 feet within the globe, while all other creatures can see 2d4 feet. The globe blankets all light sources within its area of effect, reducing their intensity to that of a firefly. *Light* or *continual light* spells cast on a creature's eyes cease to affect the creature while it remains within the globe. Other light-based attacks have a 50% chance to fail. If a light attack actually penetrates the globe's influence, all creatures receive a +4 bonus on their saving throws against the attack—even sahuagin. If the light attack fails, it remains briefly visible as a dim flash, like lightning flickering in the depths of a cloud.

When cast above water, *murk* creates a rain of rancid slime mixed with thick fog that fills a 120-foot diameter globe. Watertight barriers block the effect, but the globe instantly expands to fill any open area. The globe extinguishes small fires—such as torches, candles, and cooking fires within its confines. Large fires and fire-based attacks have a 25% chance of failing. Permanent magical fires flare up again when the globe passes. Target creatures of a successful fire-based attack receive a +4 saving throw bonus against the attack while in the globe's area of effect.

Surfaces touched by the globe remain coated with a film of slime and grit after the globe passes. A strong wind, bright sun, or desert heat reduces the spell's duration by half.

The material component is spittle.

Notes: Restricted to sahuagin, uncommon for them.

Music of the Spheres

(Enchantment/Charm)

Sphere: Charm, Numbers

Level: 2

Range: 50 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: 10-ft.-radius

Saving Throw: Neg.

With this spell, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. The listener receives a normal saving throw against this effect. Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell.

In addition, the music makes the subject gullible and more susceptible to charm magics such as *charm person*, *suggestion*, and *hypnotism*; there is no saving throw against this effect. While the music spell is in effect, the subject saves against charm spells with a -3 penalty.

This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.

Music of the spheres can affect one creature per three levels of the priest (one subject at 3rd level, two at 6th level, and so on). Subjects must be within a 10-foot-radius circle.

Potential subjects must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music (that is, they cannot be deaf and there can be nothing obstructing their ears). This also means that the level of background noise must be low enough for the music to be audible. The DM should assume that the music is the same volume as an average human's normal speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually

useless in the midst of a full-scale battle or during a hurricane.

The material component comprises a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio of 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

Mystic Lash

(Evocation)

Sphere: Combat

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

Casting this spell creates a long whip of ghostly, glowing red force that emanates from the priest's hand. With this lash the caster can attack once per round at a +3 bonus to his or her attack roll. When the lash strikes a being, the caster can release it to attack that being repeatedly, fighting on its own until the spell expires, using the priest's THACO. The caster can then engage in spellcasting or other activities. If the target creature dies, falls unconscious, or becomes immobilized, the following round the lash returns to the casting priest's hand. If the casting priest does not grasp it that round, the spell ends; otherwise, the priest can again attempt to hit a new creature and release the *mystic lash* to once more attack on its own.

A *mystic lash* inflicts 2d8 points of electrical damage per strike. Target creatures hit by the *lash* are allowed a saving throw vs. spell to take half damage (round up). The strike of the lash also has a magical effect. If the lash is directly wielded by its caster, that priest mentally chooses the effect from those listed below. If the lash is fighting by itself, the effect is chosen at random by rolling 1d6 and consulting the table.

A *mystic lash* is destroyed instantly by a successful *dispel magic*, but cannot be affected or guarded against as though it were a purely electrical attack.

Its material components are the priest's holy symbol and a piece of amber.

Notes: Granted by the evil god Bane of the FORGOTTEN REALMS setting.

MYSTIC LASH TABLE

1d6

Roll Effect

- 1 *Stunned* (reeling and unable to act) for the rest of the current round and entire next round.
- 2 *Forgets* one spell or command word from memory. If none, treat as a roll of "1."
- 3 *Wracking Pain* inflicts 1d4 points additional damage; drop all held items.
- 4 *Paralyzed* for 2 rounds, then save vs. paralysis at the start of each round to recover.
- 5 *Electrical Arc* inflicts 2d4 points additional damage and one metal item is vaporized. Magical items save vs. lightning with a +2 bonus to survive. Artifacts and relics are unaffected.
- 6 *Entwined* by helix of electrical energy and propelled 1d4 × 10 yards for 2d6 impact damage (if in midair, take falling damage instead); no electrical damage.

Mystic Transfer

(Invocation)

Sphere: AH

Level: 2

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 9 rds.

Area of Effect: The caster

Saving Throw: None

Mystic transfer allows a priest to receive spells from another priest of the same ethos. This spell is a cooperative spell that requires one priest to cast and another priest to use its effect. On one round, a priest casts the *mystic transfer*. The spell is then active for the remaining nine rounds of the turn.

The priest can cast a second spell and transfer it to a second priest of the same religion within that spell's maximum range. This spell is channeled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest via his or her own *mystic transfer*. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, it takes effect.

For example, a 3rd-level priest casts a *mystic transfer*. On the following round, a 10th-level priest passes a *flame strike* to the 3rd-level priest.

The two priests could be 60 yards apart (the maximum range of the *flame strike*). The 3rd-level priest could then use the *flame strike* to attack any creature within 60 yards, or could pass the spell on to another priest who has an active *mystic transfer*.

The spell passed by the *mystic transfer* has the range, area of effect, damage, and other effects equal to the level of the original caster. In the example above, the *flame strike* would function as if cast by a 10th-level priest.

The *mystic transfer* does not require concentration. However, on any round in which a priest is receiving, transferring, or releasing a spell, the priest cannot take any other significant action.

A priest can receive spells only from priests who worship the same deity and who specifically transfer spells to him or her. Area effect spells can be passed. A priest cannot use *mystic transfer* to pluck an opponent's spells out of the air.

Notes: Uncommon for clerics, common for specialty priests (*ToM*).

Mystra, Greater Mantle of

See greater mantle of Mystra.

Mystra, Mantle of

See mantle of Mystra.

Mystra, Might of

See might of Mystra.



Nap

(Alteration)

Sphere: Time

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 1 creature touched/level

Saving Throw: None

Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if it had slept for eight hours. The affected creature recovers lost hit points as if resting for a full night. Spells can be memorized as if real time had passed; however, the actual study time required to memorize spells is not reduced.

Because the rest is so complete and rejuvenating, an affected creature does not feel fatigued after waking. Attempts to use *nap* more than once in an 18-hour period are ineffective (the creature simply is not sleepy). Only willing creatures can be affected by *nap*.

The material components are a scrap of pillow ticking, a feather, and a pebble kept in the caster's pocket for seven nights.

Notes: Common for priests with access to the sphere of Time (*ToM*).

Natural Attunement

(Enchantment/Charm)

Sphere: Animal, Plant

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Living creature touched

Saving Throw: None

This spell enables the recipient to become fully attuned to the surroundings, to notice every detail of the environment, and to parse which facts are important and why. This spell provides the recipient with a +2 bonus to surprise rolls, a +1 bonus to initiative, and a +1 bonus to saving throws for its duration. A recipient without Tracking proficiency receives it for the spell's duration. Nonrangers proficient in tracking can track as a ranger for the duration of the spell (that is, without the -6 penalty). A ranger receives a +3 bonus when following a common trail, and can even track flying or noncorporeal creatures at a -6 penalty. If a trail is lost

during the spell's duration, the ranger is allowed a second chance to find the trail.

The material component is a handful of dirt, smeared on the spellcaster's palms.

Notes: Granted by the demipower Gwaeron Windstrom, Master of Tracking, of the FORGOTTEN REALMS setting.

Nature's Charm

(Enchantment/Charm)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs./level

Area of Effect: 15-ft. radius/level

Saving Throw: Neg.

Nature's charm causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the spellcaster. Creatures native to the area of effect are not affected.

This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot cannot be larger than the spell's area of effect. For instance, a 12th-level druid could cast this spell on a forest glade up to 360 feet across, with flowers and fruit-bearing trees centered around a waterfall.

Anyone coming upon the enchanted region must save vs. spell; those who fail invariably make up excuses to remain there long after they should have left. They say they want only to bathe, rest, admire the beauty a bit longer, eat the berries or fruit, paint a picture of the area, or defend the spot jealously from others.

Whatever the reason, those who fail subject to the enchantment forcefully resist all attempts to make them leave until the spell's duration ends.

The spell's material component is the druid's holy symbol.

Notes: Uncommon spell for druids.

Nature's Eyes — Gnome

(Divination)

Sphere: Animal, Divination

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr. + 1 hr./3 levels

Area of Effect: 30-ft. radius/level

Saving Throw: None

This spell attunes the priest to the natural world and links the caster, at will, to the senses of the creatures of animal intelligence or less in the area of effect. If too few creatures live in the area (such as true deserts, underground complexes, and areas haunted by the undead), then this spell confers no real benefit. If, however, the surrounding region teems with animal life, the caster is instantly aware of intruders in the area of effect and their approximate positions, provided that living creatures can detect them. Although the priest cannot be surprised while employing *nature's eyes*, no information other than the presence and approximate position of intruders can be determined by this spell. The spell lasts 1 hour, plus 1 hour per three levels of the caster (rounded down).

The material components of this spell are the priest's holy symbol and a pair of acorns held in the caster's fists.

Notes: Granted by the gnome god Gaerdal Ironhand.

Nectar

(Conjuration/Summoning)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 rd.

Area of Effect: Flower or blossom touched

Saving Throw: None

A druid who casts a *nectar* spell on a flower is able to grasp it in his hand and "milk" it. Up to one quart of nectar can be produced from a single flower. The plant upon which the flower grows must be living. The nectar is mildly alcoholic, and has the flavor and fragrance of the plant from which it is produced.

The nectar itself is of the same quality as a fine wine. A receptacle held beneath the flower can be filled with the nectar. Otherwise, the caster can simply hold the flower over his or another's mouth. Creatures that prize fine drink will appreciate this druid spell.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Needlestorm

(Alteration)

Sphere: Plant

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 tree or plant

Saving Throw: ½

A favorite of cold-forest and desert druids, *needlestorm* causes the spines on any pine tree or similar needle-bearing plant to spray out in a deadly barrage. The shower of needles has a radius of approximately 1 foot for every 2 feet of the subject plant's height.

Everyone within this area suffers one attack, as if by the druid, which inflicts 1d12 points of damage for every three full levels the caster has achieved. Thus, a spruce tree enchanted by a 7th-level druid attacks with a THAC0 of 16 and inflicts 2d12 points of damage. The maximum damage potential is 5d12 at 15th level.

The material component is a spine from a needle-bearing tree or plant.

Notes: Uncommon druid spell.

Negative Plane Protection

(Abjuration)

Sphere: Necromantic, Protection

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Material Plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Material Plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal (hit point) damage from the attack and does not suffer any drain of experience or Strength, regardless of the number

of levels the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw is successful. If the saving throw is failed, the spell recipient suffers double the usual physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Material Plane.

Notes: Common for clerics (PHB).

Nephthys, Contract of

See contract of Nephthys.

Neutralize Poison

(Necromancy)

Reversible

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Permanent

Area of Effect: Creature touched or 1 cu. ft./2 levels

Saving Throw: None

By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus creatures (and objects) that generate new poison are not permanently detoxified.

The reversed spell, *poison*, likewise requires an attack roll that succeeds, and the subject is allowed a saving throw vs. poison. If the latter is unsuccessful, the subject is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Notes: Common for clerics and druids (PHB).

Nightmare

Reversed form, dream vision.

Nobanion, Pride of

See pride of Nobanion.

Nurture — Old Empire

(Enchantment/Charm, Illusion)

Sphere: Animal

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Infant creature touched

Saving Throw: None

This spell enables the priestess to assume the role of a surrogate mother for an infant mammal, avian, or reptile of animal intelligence or greater. For the rest of its life the subject of this spell looks upon the priestess as its mother, and the priestess looks upon the creature as her child. The depth and intensity of this relationship vary as is appropriate for the species of the infant. After the casting of this spell, any water mixed with milk fed to the infant creature by the hand of the priestess serves as the appropriate form of nourishment for the infant or child, even if the creature does not normally drink milk. (For example, the mixture of water and milk has the effect of regurgitated meat for a fledgling falcon.) This effect ends once the creature achieves full growth for its species, whereupon its diet and the composition of its food must be as is normal for the adults (or adolescents) of its species.

This spell has numerous indirect effects as well. The creature always views the priestess as if under the effect of an *animal friendship* spell. Any attempt to train the creature is very likely to succeed, as adjudicated by the DM. If the creature is of low Intelligence or greater, the priestess can potentially make a significant impact on the creature's alignment. For example, an orc or a dire wolf raised by a priestess of Hathor might very well be considered neutral good upon reaching adulthood.

Hathor does not grant this spell to a priestess who already has enough parental responsibilities. If a priestess abuses the parental relationship in any fashion, the creature's bond is transferred to the nearest available priestess of the faith, and the original spellcaster is stripped of all her powers until she suitably atones for her betrayal. Regardless, Hathor never grants this spell to such a priestess again.

The material component is a baby's rattle.

Notes: Granted by the Mulhorandi goddess Hathor of the FORGOTTEN REALMS setting.

Nymph's Beauty — Elf

(Enchantment/Charm)

Sphere: Charm

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 turns

Area of Effect: Special

Saving Throw: Neg.

This spell grants the caster the beauty of a nymph and its attendant dangers. Both male and female casters can employ this spell, each able to affect both males and females.

Observers gazing upon the caster while this spell is in effect must make a successful saving throw vs. spell or be permanently blinded. (This blindness can be cured by a *heal* spell, *limited wish*, or *wish*, but not by the *cure blindness or deafness* spell.) If the caster is already nude or disrobes during the casting, he or she can choose between two alternative effects: unconsciousness (4d6 rounds) or death. The effect desired is chosen when the spell is cast, and an observer must make a successful saving throw vs. spell or succumb. This spell is effective in any lighting conditions, save near or total darkness.

The material components are the priest's holy symbol and the tear of a nymph that is placed on the tongue during the casting and vanishes upon completion.

Notes: Granted by the elven goddess Hanali Celanil.



Oakheart

(Alteration, Necromancy)

Sphere: Plant

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 being and one oak tree

Saving Throw: None

Casting this spell creates a link between the caster or a touched being and an oak tree. The oak tree can be any distance from the spell recipient when the spell is cast and during its duration, so long as the spell recipient remains in Faerûn.

At any time after this spell is cast, crushing the material component causes the spell to activate. For the next three rounds, any damage done to the spell recipient does not harm him or her, but instead affects the distant oak tree. The tree mystically becomes the target of all spells and the subject struck by all attacks. If the tree is dead before the spell is cast, the spell does not work, and the caster knows this, although the spell is lost. If the tree dies of the damage done to it during the *oakheart* spell, the linked being suffers a permanent loss of 3 hit points. The recipient of an *oakheart* spell does not regain hit points through rest until the tree is entirely healed because while it is injured, it receives the linked spell recipient's naturally healed hit points. The spell recipient can be magically healed during this time, though. A being can be linked through *oakheart* to only one oak tree at a time and can only have one *oakheart* in affect at a time.

The material component is an oak leaf. The recipient is linked to the tree from which the leaf came. Note that a *fireward* spell cast on the leaf at any time before it is crushed renders the distant oak immune to fire damage until the leaf is crushed.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting. Granted by the elven god Rillifane Rallathial.

Oars to Snakes

(Alteration)

Reversible

Sphere: Plant

Level: 4

Range: 50 yds.

Components: V, S, M

Casting Time: 9

Duration: 3 rds./level

Area of Effect: 1 oar/3 levels

Saving Throw: None

This more powerful variant of the *sticks to snakes* spell transforms the oars aboard a ship into giant sea snakes. It can be cast in one of two modes: defensive or offensive.

Using the defensive mode, the caster essentially transforms the oars of his or her own vessel into sea serpent defenders. These serpents remain within the oarlocks of the vessel that bore them, but can attack beings outside of the ship who are nearby, such as boarders. Each serpent can attack one boarder once a round with a THACO 11, inflicting 3d6 points of damage for each successful strike. The serpents remain until the spell expires or they are slain; they are 10 HD creatures of AC 5.

This spell can also be cast offensively. In this mode, the oars become serpents of similar Hit Dice and THACO to those above, but rather than attacking outside the ship, their poisonous heads are aimed within a ship within range (including the caster's ship), attacking the oarmen and destroying the ship's ability to maneuver. The poisonous bite of these serpents does 1d6 points of damage, but anyone bitten must make a successful saving throw vs. poison against type C poison. Those who successfully save suffer only 2d4 points of additional damage; those who fail their saving throws suffer an additional 25 points of damage. The poison has an onset time of 1d4+1 minutes. Creatures struck repeatedly must make a saving throw every time they are bitten.

While the spell continues, the ship does not have the use of those oars turned into serpents, and thus its speed can be reduced. The serpents turn back into usable oars when the spell expires, although those which were slain are broken and useless.

The reverse of this spell, *snakes to oars*, changes giant sea snakes to oars for the same duration or negates the *oars to snakes* spell according to the level of the priest countering the spell (for example, a 12th-level priest casting *snakes to oars* can turn four sea serpents back into oars).

The material components of this spell are a small piece of wood and the scales from a sea snake.

Notes: Granted by the evil sea goddess Umberlee of the FORGOTTEN REALMS setting.

Oath

(Abjuration)

Reversible

Sphere: All

Level: 3

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.



By means of the *oath* spell, the shukenja can attempt to force some deed or behavior upon an unwilling creature in return for some consideration from the shukenja (typically sparing its life). The creature must be able to understand the speech of the shukenja for the spell to have effect. The oath must be limited to actions that can be accomplished by the natural abilities of the creature and cannot directly cause harm to the creature or another. Thus, a shukenja could demand that a highwayman swear never to rob again, that an evil monster return to those deserted lands from which it came, or that a lord never overtax his peasants again. He could not demand that a monster commit suicide or force a samurai to attack an encampment of dangerous monsters. The DM must decide if any given oath is beyond the restrictions given. The subject is allowed a saving throw vs. spell to avoid the effects of the spell. However, if the subject has been subdued in combat, the saving throw is made with a -2 penalty.

Once the spell is in effect, both sides have free will to abide by the conditions of the oath. If the shukenja (or any accompanying him) break the oath, the subject creature is instantly freed of it. (Whoever broke the oath suffers a loss of honor, too.) However, a subject who attempts to break the conditions of the oath is struck by wracking pains, causing the loss of 1 hit point per round until the creature relents or dies. An *oath* can be removed by the reverse of this spell, *unbend*, or by use of an *atonement*. A *dispel magic* spell cannot remove its effects.

The material component for both forms is the shukenja's holy symbol.

Notes: Common for oriental priests; otherwise, very rare.

Oathbinding

See seal of Cyrollalle.

Obscure Alignment — Shukenja

Reversed form, know alignment.

Obscure Animal Follower

Reversed form, locate animal follower.

Obscure Object

Reversed form, locate object.

Obscurement

(Alteration)

Sphere: Weather

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 4 rds./level

Area of Effect: Cloud, 10 ft./level square, 10 ft. high

Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10 × 10-foot area at 1st level, a 20 × 20-foot area at 2nd level, a 30 × 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as the 3rd-level wizard spell, *gust of wind*, can cut the duration of an *obscurment* spell by 75%. This spell does not function under water.

Notes: Common for druids (PHB).

Odo, Mace of

See mace of Odo.

Oil Spray

(Evocation/Conjuration)

Sphere: Elemental Earth

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 15-ft. radius

Saving Throw: None



When a cleric casts this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 15-foot radius.

The oil itself isn't particularly dangerous, though it will cause the subject's attacks and saves

to suffer by -2. The real danger occurs if the subject is ignited. Burning oil causes 2d6 points of damage in the first round, and 1d6 in the second. The subject should also check his equipment each round to make sure that it doesn't ignite. The oil burns off by the third round, and attack and saving throw penalties are ignored.

If the oil isn't ignited, it will remain until removed by no less than 3 turns of scrubbing or washing.

Notes: Uncommon for priests from the Dark Sun setting; otherwise, very rare.

Om — Vedic

(Abjuration)

Sphere: All

Level: 1

Range: 0

Components: V

Casting Time: 1

Duration: Concentration

Area of Effect: The caster

Saving Throw: None

This simple chant creates a deep clarity in the caster's mind. All outside sounds and sights are blocked out allowing the priest to regain spells or hit points at a 50% faster rate; however, the priest cannot focus on anything outside himself. Anything that disrupts concentration such as an attack on the priest or a conscious action by him breaks the spell. Spells cast on the priest are affected by the *om* spell. The priest is immune to *sleep* and *charm* effects while chanting and receives a +4 on all saving throws that allow Wisdom bonuses; however the priest forfeits saving throw bonuses for Dexterity or anything else requiring conscious thought. Magical healing is not affected by the spell's increased healing rate.

Notes: Common for priests from a vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON* Magazine.)

Omen

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell is used to forecast the general fortunes of some major undertaking and determine auspicious and inauspicious events. When the spell is cast, the shukenja calls upon a deity to grant him some sign regarding the proposed action. Although the physical aspect of casting takes very little time, the shukenja must remain in one place and observe the natural events around him for the entire casting time. At the end of this time, he sees some omen—a flight of birds, the appearance of an animal, the fall of a leaf, and so on, that indicates the general fortunes of the undertaking planned.

This spell is commonly used before starting a journey, engaging in a major battle, or attempting some notable feat. The outcome of the spell is determined by two factors. First, the DM should consider the proposed action against information that only he knows. For example, the characters are about to leave a village to punish a group of bandits. The omen spell is cast to determine if this is an auspicious time to go. The DM knows that the village will be snacked by bandits that night, so the result would be an ill omen (since the characters would not encounter the bandits in the surrounding mountains). In situations where the DM has no information on which to base his judgment, 1d10 should be rolled and the Divination Results table consulted.

However, omens are infrequent events, and interpreting them is difficult. Due to the strain this spell places on the caster, it can only be used once per week.

Notes: Common for oriental priests; otherwise, very rare.

DIVINATION RESULTS

Die

Result Result

- 1-2 *Ill omen* — The characters should not undertake the task this day. If this advice is ignored, all the characters will suffer a -1 on attack and saving throw rolls for the rest of the day. Their chance for encounters will be doubled and a -10% reaction modifier is applied to all encounters.
- 3-4 *Great danger exists* — The chance for encounters is doubled for the day and a -10% reaction modifier applies to all encounters. Adversaries have a +1 applied to their chance to hit.
- 5-7 *Neutral omen* — No special modifiers apply.
- 8-9 *Favorable omen* — The characters are able to travel half again their normal traveling rate that day. Opponents have a -1 on their chances to hit the characters that day.
- 10 *Auspicious omen* — All the effects of a favorable omen apply. In addition, the characters have a +1 to all saving throws made that day.

Omen — Old Empire

(Divination)

Sphere: All

Level: 2
Range: Special
Components: V, S, M
Casting Time: 5
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

Priests casting this spell are asking for the approval of their deities regarding an action. For instance, a good individual may want to know if bribing a government official into adjudicating a land dispute to avoid violence meets with the deity's approval. The deity disapproves of bribery, so the answer is "no."

The caster has a chance equal to 60% +2% per level of getting an answer. This response is always an obvious "yes" or "no," though it is likely to be expressed in a symbolic way through a known sign of a power's approval or disapproval—seven swans flying overhead may mean "yes," while a clap of thunder in an otherwise clear sky could mean "no." If the request for an answer is not successful, no sign is obtained. (However, inexperienced or over anxious casters may well misinterpret unrelated events as divine answers.)

The material component is a gem of at least 100 gp value, sacrificed to the deity in the casting.

Notes: Granted by the Mulhorandi deities of the FORGOTTEN REALMS setting.

Omen I

(Divination)

Sphere: Divination

Level: 2
Range: 0
Components: V, S
Casting Time: 1 turn
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: None

This spell enhances divinations that have percentage-based success chances. Such a divination enhanced by this spell has a +10% bonus to its chance of success. The chance of a successful divination cannot be raised above 95%.

Notes: Restricted to oracles and possibly savant-clerics, very rare. (Updated from *DRAGON Magazine*.)

Omen II

(Divination)

Sphere: Divination

Level: 4
Range: 0
Components: V, S
Casting Time: 1 turn
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: None

An improved form of *omen I*, this spell enhances divinations that have percentage-based success chances. Such a divination enhanced by this spell has a +20% bonus to its chance of success. The chance of a successful divination cannot be raised above 95%.

Notes: Restricted to oracles and possibly savant-clerics, very rare. (Updated from *DRAGON Magazine*.)

Omen III

(Divination)

Sphere: Divination

Level: 6

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

An improved form of *omen II*, this spell enhances divinations that have percentage-based success chances. Such a divination enhanced by this spell has a +30% bonus to its chance of success. The chance of a successful divination cannot be raised above 95%.

Notes: Restricted to oracles and possibly savant-clerics, very rare. (Updated from *DRAGON Magazine*.)

Omniscient Eye

(Divination)

Sphere: Divination

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

This divination enhances the caster's vision by allowing sight through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blinding, and invisibility equal to 70% plus 1% per level of experience, less 2% per spell level. For example, a 7th-level priest has a 70% + 7% = 4%, or 73% chance, to spot a wizard concealed by the 2nd-level spell *invisibility*.

The *omniscient eye* does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary magic. Thus, the *omniscient eye* can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spell's power include psionic invisibility, true transparency, or extradimensional objects or creatures.

The material component is a special ointment for the eyes that is composed of rare powders and

herbs. The ointment costs at least 100 gold pieces for a single application.

Notes: Uncommon spell for clerics (*PO:SM*).

Orison

(All Schools)

Sphere: All

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: Varies

Saving Throw: None

The most humble of priestly spells is the *orison*, a brief prayer or invocation of a minor nature. Typically, priests learn a number of *orisons* as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an *orison* is not even on par with other 1st-level magic, a priest memorizes a number of individual *orisons* equal to three, plus one more per level (up to a maximum of nine) by devoting a 1st-level spell slot to *orison*. In other words, a 1st-level priest can memorize four *orisons* for one 1st-level spell slot, a 2nd-level priest can memorize five, and so on.

Unlike *cantrip*, an *orison* must have a specific effect, although the priest need not decide which incantation to use until the spell is cast. Regardless of the prayer chosen, the *orison's* duration is never more than one round per level. Known *orisons* include the following:

- *Alleviate*: A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is alleviated only if the subject passes a saving throw vs. spell with a -2 penalty.
- *Calm*: This soothes a single creature that has been startled or frightened. Subjects suffering from magical *fear* can attempt a save vs. spell with a -2 penalty to calm themselves.
- *Clarity*: For the duration of the *orison*, the priest's speech is clear and free of impediment—useful for readings from sacred texts and other such rites. Magical conditions such as *confuse languages* cannot be overcome by this *orison*.
- *Courage*: The priest gains a +1 bonus to his or her next attack roll, as long as the attack is made within the spell's duration.
- *Guidance*: The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the

right course of action in a moral dilemma or puzzle.

- **Healing:** By a touch, the priest can heal 1 point of damage.
- **Magic Sense:** If there is a persistent spell effect or magical item within 10 yards, the priest feels a recognizable tingle or sensation of some kind. What item or spell may have caused the reaction is not revealed.
- **Memory:** Any item the priest commits to memory for the *orison's* duration is more completely and permanently learned; the priest has a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.
- **Resistance to Magic:** The caster gains a +1 bonus to his or her next saving throw against magic of any type, as long as it occurs during the *orison's* duration.
- **Resistance to Poison:** The priest gains a +1 bonus to his or her next saving throw vs. poison, as long as it occurs during the *orison's* duration.

Other *orisons* of similar power or scope may be permitted by the DM. Generally, an *orison* should not affect more than one creature or die roll at a time, and an *orison* that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage. An offensive *orison* would be quite rare and most probably associated with an evil priesthood.

Notes: Uncommon spell for clerics and druids (PO:SM).

Overtime

(Alteration)

Sphere: Time

Level: 5

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: The caster

Saving Throw: None

A priest who enters *overtime* steps into a different reality, in which the world around is frozen at a moment in the future. Until time catches up, the caster can move about unhindered and observe his or her surroundings; no force known can detect the priest's presence or harm the caster in the alternate reality, although in turn the priest cannot affect any creature or object in the physical world. For instance, the caster could read a book at the

page to which it was opened, but could not turn the page. To any companions or enemies in real time, the priest appears to simply vanish altogether, only to reappear at some later point.

The duration of this spell is unusual. The priest can choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the *overtime*; for example, a priest who decides the spell will last 2 rounds is instantly transported forward to that point in time, surrounded by the frozen still-life of the world as it will appear 2 rounds after the casting. The caster then has 2 rounds to take any actions desired, although he or she cannot affect the real world by any physical, magical, or mental means.

A caster in *overtime* is completely unaware of the intervening events. In the example above, if the caster's friends were teleported away one round after the caster left and replaced by an identical group of doppelgangers, the caster has no chance to detect the switch; all the priest sees are his or her friends, frozen in the positions they will occupy when the caster emerges from the *overtime*. Also, effects like dragon breath, cloudkills, or psionic mind blasts that pass through any spot the caster happens to be have no effect on him or her—the caster simply does not exist in the real world while he or she waits for everyone else to catch up.

As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the *overtime*. The priest could drink a potion, cast a spell, and then maneuver for an attack, for example, or gain a 3-round head start by running while no one else can pursue him. A priest who uses this time to study a battle and take position to attack gains a -4 initiative bonus when emerging from *overtime*, and a +4 attack bonus with the first strike as well.

Leaping in and out of the time stream is dangerous. Each time the priest uses this spell, the caster is 1% likely to become stuck in *overtime*, doomed by thirst or starvation when his or her rations run out. Only the most extraordinary measures (a *wish* spell, divine intervention, and so on) can save an individual in this predicament. Once in *overtime*, the priest cannot pray for further spells.

The material component is an hourglass filled with rare salts, worth at least 100 gp.

Notes: Common for priests with major access to the sphere of Time.

Otherworld

(Alteration)

Sphere: Astral

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Being touched

Saving Throw: None

This spell places the druid or another individual in a special dual existence with respect to the Positive and Negative Material Planes. The affected being temporarily exists in the same body in these planes at once, and its perception is extended to both.

This allows the affected being to effectively combat creatures with a similar dual existence. Creatures with a dual existence on the Negative Material Plane (many undead) are the most common, and the affected being can see them clearly, converse with them if desired, and engage in combat with them on equal terms. A being in *otherworld* state is not affected by the energy draining and other special abilities of undead from the Negative Material Plane, but still takes physical damage from them when struck. Likewise, the affected being need not have magical weapons to hit these creatures. Those killed in the *otherworld* state have a 75% chance of being trapped in the Inner Planes and unable to pass to the Outer Planes (and thus cannot be raised, resurrected or reincar-

nated, but can be wished back). They often reappear as undead spirits of various sorts.

The *otherworld* spell can be cast only in the dark. Sunlight breaks the spell immediately and forces the affected individual back into unitary existence on the Prime Material Plane.

Notes: Very rare cleric spell. (Updated from *DRAGON* Magazine.)

Oxen Strength

(Alteration)

Sphere: Animal

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 hr. + 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell temporarily increases the druid's Strength ability score by +1 per level the druid possesses (to a maximum of 18/00). Every 10% increment on the Exceptional Strength chart is considered a point of Strength. The druid gains an innate toughness that prevents muscle strain or physical injury from exertion and also an unarmored Armor Class of 8, the equivalent of toughened leather.

The material component is a bit of hair from a strong herbivore, such as an ox or buffalo.

Notes: Very rare druid spell. (Updated from *DRAGON* Magazine.)

Pacify

(Alteration)

Sphere: Charm

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 60-ft. radius, 1 creature/level

Saving Throw: None



When this spell is cast, the shukenja utters a few relevant sutras, producing a still calm over the area of effect. All within this area are pacified, unable to attack or harm others. Spells and weapons that would destroy or potentially harm others cannot be used. Those affected cannot physically impede the movement of other creatures, although they can barricade exits or position their bodies to obstruct movement. If the area of effect contains more creatures than the shukenja can affect, those with the least Hit Dice are affected first. If an affected creature is attacked by someone unaffected by the spell, the effect is instantly canceled for that creature. This results in no loss of initiative, since the affected creature can clearly see any hostile intentions of the others.

Notes: Common for oriental priests; otherwise, very rare.

Page Guardian

(Conjuration/Summoning)

Sphere: Guardian

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 day/level

Area of Effect: 1 book, scroll, or item bearing words

Saving Throw: None

The *page guardian* is a rare and potent spell. It protects an entire library when cast on a single volume. Whenever a creature other than the caster approaches within 100 feet of the ensorcelled document, a guardian is conjured forth from the script to attack the intruders. The spell can lay dormant for years until being triggered, after which the page guardian lasts for a number of days equal to the caster's level.

The guardian is normally a nondescript humanoid figure whose lower limbs fade off to wispy trails. However, if this spell is cast upon a

page that features illustration, the guardian's appearance mimics that of the most prominent drawing.

A *page guardian* adopts some of the dweomer from the writings from which it rises. Thus, it may possess special attacks and defenses depending upon the exact nature of the document. For example, a guardian that rises from a *scroll of protection* is invulnerable to the same force that the scroll would ward off. A guardian from a *scroll of protection from swords* suffers no damage from a long sword, no matter what its enchantment. A guardian from a spellbook can cast up to five random spells, launching each spell but once from the tome. The DM decides what abilities are received by the guardian should this spell be cast upon other magical books, such as those that increase ability scores or a *manual of the golems*.

A common error among opponents of the guardian is that it can be damaged by the destruction of the source writing. This is untrue, because when the guardian rises, it automatically absorbs any enchantment upon the document; it erases clean that from which it springs.

A *page guardian* attacks until all intruders within sight are slain. However, it does not leave the chamber in which its source writings are located. If no foes are left, the guardian slowly fades back into the writings that spawned it.

Thereafter, the magic fades away after a number of days equal to the caster's level, leaving the books unprotected but intact.

The material component is a special ink made from rare components that cost 500 gp. A virgin hawk feather must be used to draw the single sigil that the document bears as proof of this spell's dweomer.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Page Guardian: AC 0; MV 9; HD 5; THAC0 13; #AT 1; Dmg 1d10; SA Special; SD Special; SZ M; Int Average; AL N; ML Fearless (20); XP Special (depending on special abilities and defenses).

Part Water

(Alteration)

Sphere: Elemental Water

Level: 6

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

By employing a *part water* spell, the priest is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the priest. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature takes 4d8 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component is the priest's holy symbol.

Notes: Common for druids (PHB).

Pass Plant

(Alteration)

Sphere: Plant

Level: 5

Range: Special

Components: V, S, M

Casting Time: 8

Duration: 1 use (1 rd./level maximum)

Area of Effect: The caster

Saving Throw: None

By using this spell, the caster is able to enter a tree and move from inside it to inside another tree of the same type that lies in approximately the direction desired by the caster and is within the range shown in the table.

The tree entered and that receiving the caster must be of the same type, living, and of girth at least equal to that of the caster. If the caster enters an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can step forth immediately, or remain in the receiving tree for a maximum of one round per level of experience. Should no like tree be in range, the caster simply remains within the tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the

occupied tree is chopped down or burned, a caster who fails to exit before the process is complete is slain.

The material component is a sprig of mistletoe.

Notes: Common for druids (PHB).

Type of Tree	Range of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
deciduous	300 yards
coniferous	240 yards
other	180 yards

Pass Without Notice

(Enchantment)

Sphere: Travelers

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature or object touched

Saving Throw: None

A priest makes use of this spell to avoid confrontations with brigands or other hostile individuals while traveling. The spell allows the caster to go unnoticed by any human, demihuman, or humanoid in the immediate area (up to 40 feet). While not rendered invisible, the caster can walk past such an individual without being perceived.

For the spell to succeed, the priest must maintain a steady slow pace and cannot make any sudden movements. Thus such activities as running and engaging in melee are impossible. Also, the priest cannot make any sound louder than a whisper, so while *passing without notice*, the priest can cast no other spell.

For every three levels of experience, the priest can include an additional person under the effects of the spell, but all those to be affected must link hands for the duration of the spell. Any who release their grip from the others are immediately revealed.

The material component is the priest's holy symbol. The spell is also cast with the priest's eyes closed.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Pass Without Trace

(Enchantment/Charm)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, the recipient can move through any type of terrain—mud, snow, dust, and so on—and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component is a sprig of pine or evergreen, which is burned and the ashes powdered and scattered when the spell is cast.

Notes: Common for druids (PHB)



Pass Without Trace, 10' Radius

(Enchantment/Charm)

Sphere: Plant

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None

Identical in function to *pass without trace*, *pass without trace, 10(FM) radius* affects everyone within 10 feet of the caster at the instant of casting, conferring the effects of *pass without trace* on each individual for a duration of 1 turn per level of the caster. The recipients can move through any type of terrain—mud, snow, dust, and so on—and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creatures pass.

The material component is a sprig of pine burned to ash. Upon casting the spell, the priest scatters the powder over those to be affected.

Notes: Very rare for druids. Altered substantially from its original form. (Updated from POLYHEDRON Newszine.)

Passage

Lost spell, reputed similar in effect to earth walk.

Passweb

(Abjuration, Alteration)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Special

This spell enables the caster (or one creature) to pass through existing webs, both natural and magical, as though they did not exist. It also permits passage through barriers of rope or vine, provided the area to be passed through incorporates only nonmagical, organic materials. The webs are not disturbed or altered in any way by this spell or the passage through them.

A creature affected by this spell can try to free creatures or objects already trapped in a web. This requires a successful saving throw vs. petrification, and a success ends the spell immediately. If a

trapped being is unwilling to be freed and able to actively resist, failure is automatic.

This spell does not confer immunity to the effects of *viscid globs* (created by a *wand of viscid globs*).

Notes: Very rare spell granted to the priests of drow gods.

Penetrate Cosmic Ignorance — Vedic (Divination)

Sphere: Divination

Level: 7

Range: 0

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: 100 ft./level radius

Saving Throw: Special

This dangerous spell is based on the age-old belief that the world is just illusion and that mortals cannot comprehend it. *Penetrate cosmic ignorance* allows a partial piercing of that veil. When cast the spell reveals the divine hands behind every creature and object present. The caster learns of subjects' patron deities, consecrated spaces, holy relics, spell residue, and extraplanar creatures. It tells every individual's level, every magical item's power, and every monster's special abilities among many other revelations. Wherever the hands of deities manipulate life—and they do so everywhere—the priest will know it.

Using this spell requires the caster to make a saving throw vs. breath weapon modified only by Wisdom bonuses. A caster who fails is driven insane by the revelation; if the priest is ever cured, the revelation is forgotten. Using this spell wipes all other spells from the caster's mind, and a full night's rest is required before spells can be regained.

Notes: Common for priests from a vedic (Indian) setting; otherwise, very rare.

Penetrate Disguise

Lost spell. A 1st-level spell of this name is rumored to have existed.

Penetrate Disguise

(Divination)

Sphere: Divination

Level: 4

Range: 20 yds.

Components: V, S

Casting Time: 2 rds.

Duration: 1 rd.

Area of Effect: 1 individual

Saving Throw: Neg.

This spell empowers the shukenja to see through a nonmagical disguise (that is, one composed solely of makeup or altered clothing). It can determine if an individual is under the effects of a *friends* spell. The *penetrate disguise* spell does not reveal magical disguises or illusions, nor does it reveal alignments, intentions, class/profession, or true appearance. It merely points out that the individual is posing as someone else. The subject is allowed a saving throw vs. spell, and if that saving throw is successful, the disguise is further enhanced in the caster's mind as being real.

Notes: Common for oriental priests; otherwise, very rare.

Perfect Perception — Shaman (Alteration)

Sphere: Divination

Level: 4

Range: 100 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

Upon casting this spell, the shaman can then hear all sounds and see all objects within 100 yards. The smallest insect crawling on a leaf is seen in perfect detail; the sound of a fox's footfall can be heard clearly; with close concentration, the shaman can even hear the trees creak as they grow, or see each speck of dust on the breeze.

While many solitary shamans cast this spell simply to enjoy the beauty of nature, it has innumerable practical benefits. Unless magically moving with no sound at all, no one can sneak up on the shaman (it counters *Move Silently* rolls). Tiny spy holes, minute clues, and traces are immediately obvious; a character with the Tracking proficiency, for example, can see all tracks with perfect clarity (though proficiency checks might still be required to identify them). Spotting needles in haystacks becomes a simple task.

The spell, however, has important limitations. First, it cannot be used to see through illusions. Second, it does not allow the caster to see through solid objects; walls, people, leaves, even blades of grass may obstruct vision. (Basically, if an object is within view, the caster can see it. The DM decides what is and is not in view.) Finally, it does not magnify sights or sounds more than 100 yards away.

The material component is an eagle or vulture's feather, which is not consumed when the spell is cast.

Notes: Restricted to shamans, uncommon.

Permanency Prayer

(Alteration)

Sphere: All, Creation

Level: 7

Range: Touch

Components: V, S

Casting Time: 3 rds.

Duration: Special

Area of Effect: Item touched

Saving Throw: Special

This spell renders the enchantments on an item permanent. No known form of a *permanency prayer* renders an effect permanent upon a being.

The caster of the *permanency prayer* touches his or her holy symbol and the item to be affected and calls upon his or her deity to accept the item's service for eternity. A saving throw is then made. There is a 12 in 20 chance that the prayer is successful, cumulatively modified as follows: +1 if the caster casts the spell on an altar consecrated to the deity or at a spot sacred to the deity; +1 if the caster has performed an exceptional service for the deity's causes within the season (and not cast any other *permanency prayer* spells); +3 if the caster is preparing the item in accordance with the commands of the deity (whether direct commands or those given through visions or dreams); -1 if the caster intends to make any use of the item for personal gain or aggrandizement; and -2 if the item is flawed, damaged, or incomplete.

Whether or not the spell succeeds—and a caster knows if he or she has or has not by the feeling of exaltation or chill foreboding felt upon touching the item after the spell is done—the caster loses 1 point of Constitution (unless he or she has employed a *blood link* to transfer the loss of vitality to another being).

Notes: Very rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Permanent Lure

(Necromancy)

Sphere: Charm, Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 year/level

Area of Effect: Creature touched

Saving Throw: Special

Like the 3rd-level priest spell, *lure*, this magic changes a single feature (or matching pair

of features) of the caster's body to match the equivalent feature of another living being the caster has personally seen. The change is actual, and the altered features perform as if the caster was entirely used to them. A *permanent lure* does not alter ability scores except for Charisma (if the DM so desires). Usually it increases beauty, but the spell may lower Charisma depending on how a feature is altered.

Only one *permanent lure* can affect a being at a given time; its presence causes any additional, lesser *lure* spells applied to the same creature to fail. Unlike the *lure* spell, a feature altered by a *permanent lure* must be natural to the recipient's race and gender. (That is, gills cannot be placed on humans, and males cannot be given a feminine form.) *Permanent lure* spells end if the subject dies or the magic expires, but they can be removed earlier by application of three successful *dispel magic* spells from the same source or caster or by a *limited wish* or *wish* spell. (These *dispel magic* spells need not be cast in swift succession; many powerful clergy receive two of them from an assistant immediately, and leave application of the third for emergencies, which may never arise, or that may occur a full year later.)

Lure spells cast on the bearer of an active *permanent lure* fail and are lost without any effect; a second *permanent lure* cast on an unwilling being who is already governed by one *lure* or a *permanent lure* is also wasted and without effect—but a being who willingly accepts a second *permanent lure* atop an operant one will discover that the two spells cancel each other out and cause the features they altered or were intended to alter to melt and run, twisting into unnatural shapes. The recipient suffers 1d4+2 points of damage and loses 1d3 points of Charisma. Time heals the lost hit points, but the disfigurement (and Charisma loss) can only be reversed by application of a *cure light wounds* spell or other magic.

When the caster employs this spell personally, no saving throw is necessary, but when it is cast upon another, both caster and recipient must successfully save vs. spell or the spell fails and is wasted.

The material components are a vial of holy water, a clear, intact gem of any size and type worth at least 500 gp, and any size scrap of the caster's skin.

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Personal Reading

(Divination)

Sphere: Numbers

Level: 1

Range: 0

Components: V, S, M

Casting Time: 2 turns

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell allows the priest to mathematically analyze personal information about one human or demihuman character and learn valuable facts about that subject. To cast this spell, the priest must know the subject's birth name (the name the subject was given as a child) or the date and place of birth. The priest analyzes this information and is able to build a rough picture of the subject's life history and personal specifics. The subject need not be present during the casting; the priest can cast the spell without ever having met the him or her.

The historical information discovered through this spell is generally vague. For example, the priest might learn that the subject was born in the woods and moved to the city only after hardship made life there untenable. Specific information is up to the DM. The DM might provide some or all of the following information:

- The subject's class or career
- The subject's approximate level (stated in terms such as *novice*, *moderately competent*, *highly skilled*, and so on)
- The subject's standing in the community (*highly respected*, *mistrusted*, *considered an enigma*, and so on)
- The subject's professional success or failure
- The subject's prevailing character traits or mannerisms

If the priest casts the spell based on an alias or incorrect birth information, the reading is inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct—a reading giving information that conflicts with what the priest already knows should be a clue that the name is incorrect.

A DM can rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" mean something different when applied to an ogre). This spell fails if cast on creatures that have no concept of a personal name.

The spell requires a small book of numerological formulae and notes (different from the book used in *telethaumaturgy*).

Notes: Common for a priest with access to the sphere of Numbers (*ToM*).

Petrification

Aka petrify wood



Petrify Wood

(Alteration)

Sphere: Plant, Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell petrifies nonliving wood; it cannot be used against living treelike monsters. If cast on a wooden weapon, the weapon acquires the properties of a weapon of stone, such as flint or obsidian. This effectively reduces the weapon's attack penalty from -3 to -2, and its damage penalty from -2 to -1; the weapon is now also completely fireproof. To a native of impoverished Athas, this can mean the difference between life and death in combat. The dwemer lasts until the spell's duration ends or until an enchanted missile strikes its target. Low-level priests often create their first magical weapons with this spell. One large or two small weapons can be affected by this spell (as per enchanted weapon). Weapons normally made of wood (clubs, staves, etc.) gain no additional benefits other than being made fireproof.

The material component is a chip of petrified wood.

Notes: Common for priests from the DARK SUN setting; otherwise, very rare.

Phantom Plow

(Invocation/Evocation)

Sphere: Elemental Earth

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: Special

Area of Effect: Furrow, 20-ft. length/level

Saving Throw: Special

This spell turns aside the earth in a deep furrow in a straight line as indicated by the caster that extends from next to the caster's feet (or beneath the caster, if he or she is not touching the ground) to a distance of 20 feet per level. The furrow stops if it encounters consecrated ground, and it does not form at all if the intended path lies entirely within consecrated ground. If a furrow is directed against a wall, it stops, but it strikes the wall as does a ram (see Table 52: Structural Saving Throws in the DMG).

All earth bearing an active or latent dweomer that is touched by the spell glows with a brilliant crimson *faerie fire* for 1d4+1 rounds. All creatures standing on the ground opened by the furrow suffer 1d4 points of damage (half if a successful saving throw vs. spell is made). Affected creatures must make successful saving throws vs. fall for all glass or crystal items worn or carried, or the items break.

Creatures buried in, or burrowing or phasing through the earth suffer 4d4 points of damage from the *phantom plow*, with no saving throw.

Notes: Granted by Chauntea, the Great Mother of the FORGOTTEN REALMS setting.

Physical Mirror

(Alteration)

Sphere: Numbers

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1d4 + 8 rds.

Area of Effect: Special

Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180° arc. The sender of the spell or missile becomes the target of his or her own attack.

The *physical mirror* operates from only one direction: that is, only one side of the mirror reflects attacks. The caster of the *mirror* can direct spells and missile attacks normally through the space occupied by the mirror.

In the case of physical attacks, attackers roll to hit themselves (without the Armor Class benefits of Dexterity or shield). Spells turned back require the casters to make applicable saving throws

against their own spell. In both of these cases, range is important. If the distance between the initiator of the attack and the *physical mirror* is more than half the range of the attack, the attacker is safe; the attack has insufficient range to travel from the attacker to the mirror and back again.

The priest must specify the location and orientation of the *physical mirror* disk when casting the spell. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting ripples in the space-time continuum are exceedingly destructive and inflict 3d10 points of damage on any creature within 35 yards (save vs. spell for half damage). This always includes the caster of the *physical mirror* spell.

The material component is a tiny mirror of polished platinum, worth at least 500 gp.

Notes: Common for priests with major access to the sphere of Numbers (ToM).

Pillar of Borogar — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level.

Area of Effect: Special

Saving Throw: None

This spell, first bestowed to the ancient dwarven high priest Borogar, causes a pillar of earth to erupt upward from the ground. The pillar rises from a surface of earth, stone, sand, or clay, but not from any other substance. The height of the pillar is controlled by the caster, and can be raised or lowered at will (in the same manner as an elevator is controlled). The pillar can be controlled while the caster is atop the pillar or beside it, as long as the caster is within 30 feet of the pillar. The pillar can attain a height of 10 feet per level of the caster, and can rise or fall at the rate of 60 feet per round. The pillar's width is normally 10 feet in diameter, but this can be doubled to 20 feet by reducing the height by half. Altering the pillar's diameter in this way takes one round.

The pillar rises only vertically—not horizontally or diagonally. The pillar can break through flooring wood or roofing slate of no greater than 1-inch thickness. Thus, the pillar can be used as a vertical battering ram against light, thin materials.

The *pillar of Borogar* can be used to create a small, temporary islet in a marsh or shallow pool

of water, if the pillar can be raised from the ground below the water to reach the surface. The pillar begins, not from the upper level of the submerged ground, but from 10 feet lower, where the earth is more solid and not muddy.

The pillar can be destroyed by casting a *transmute rock to mud* spell at its earthen base, by a water elemental's attack, by precipitation equal in strength to a tropical storm, or by any other means that turns the pillar's earthen base to muck and mire.

The material component is a small cylinder made of earth or clay.

Notes: Very rare spell granted by dwarven deities. (Updated from *DRAGON* Magazine.)

Pixie Dust — Elf

(Alteration)

Sphere: Combat

Reversible

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 10-ft radius

Saving Throw: None

This spell creates a single handful of fine powder that can coat all creatures within a 10-foot radius, making them invisible. Creatures coated with *pixie dust* cannot be seen with normal sight, normal detection, or even magical means (such as *detect invisibility*). However, *dust of appearance* and *true seeing* do reveal beings and objects made invisible by *pixie dust*.

Pixie dust must be employed immediately after the spell is cast, or the magic is wasted. The invisibility bestowed by *pixie dust* lasts for 2 rounds per level of the caster.

Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible creature and always by an Armor Class 4 better than normal (while invisibility lasts). *Pixie dust* remains effective even after an attack is made.

The reverse of this spell, *revealing dust*, makes invisible beings and objects within a 10-foot radius become visible.

The material components are the priest's holy symbol and a pinch of dirt from the bower of the Seelie Court. The latter can usually be obtained, a pinch at a time, only by careful negotiation with one of the faerie races, and payment involving participation in some mischievous prank of the sylvan being's devising is usually required.

Notes: Granted by the elven god Erevan Ilesere.

Plague

(Alteration, Necromancy)

Sphere: Necromantic

Level: 4

Range: 10 yds.

Components: S, M

Casting Time: 7

Duration: 1 hr.

Area of Effect: Special

Saving Throw: Neg. (Special)

This spell inflicts a virulent, infectious disease on any single creature (if a saving throw vs. spell is failed). The creature immediately suffers an attack of plague, becoming feverish and disoriented with illness for a full hour. During this time, the creature loses 10% of its original hit points, 1 point each of Strength and Constitution (if these are known), has -2 penalties to saving throws, attack, and damage rolls, and a +2 penalty to Armor Class.

All creatures within 10 feet of the creature must make a Constitution check or contract the plague themselves (with the same effects). Creatures currently suffering from the plague cannot contract multiple cases of it, and those within range of more than one affected creature need only check once.

When the spell effect expires, the creature is no longer infectious and the penalties end, except that lost hit points and ability scores take 1d6 days to return. Before the last of the plague's effects wear off, a final Constitution check must be made; if the creature rolls a natural 1 on a 1d20 roll, it dies.

The material component is a glass flask of rat viscera bathed in a small quantity of body fluids from plague victims.

Notes: Granted by the Incubulos, god of evil sendings, of the GREYHAWK setting.

Plague Curse

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature or object touched

Saving Throw: Neg.

By means of this spell, a necromancer bestows a powerful curse on a person or object, which becomes a carrier for plague and contagion. Every person or animal that comes in direct physical contact with the cursed carrier must make a saving throw vs. death magic or contract a fatal disease, as described in the 3rd-level priest spell *cause disease*. A creature suffers a slow, agonizing demise within 2–5 weeks.

The living focus of a *plague curse* is immune to the effects of the disease carried. In many cases, the carrier will be oblivious to the condition—especially if the carrier is a frequent traveler and does not remain in a single location long enough for the plague symptoms to surface.

The carrier of a *plague curse* displays no outward signs of disease and radiates only a very faint aura of necromancy (only a 5% chance of detecting per level). The curse can be removed by a *remove curse* cast only by a priest of higher level than the caster (*dispel magic* has no effect); alternatively, a cursed object may be cleansed by destruction in fire.

Normally, the curse expires only after it has claimed one life for each level of the original caster. The deadly affliction caused by a *plague curse* can be successfully treated with such spells as *cure disease*, *heal*, or *restoration*. The secrets of this malignant incantation are known only to the few priests who serve the cold gods of Pestilence and Decay. It is rumored that some Plague Priests must willingly accept this curse for their religion. Invoking a *plague curse* ages the caster by 1 year.

The material component is the priest's unholy symbol and a small ball of myrrh.

Notes: Rare for evil necromancer-priests.

Planar Quest

Quest spell, see appendix in Vol. 3.

Planar Vessel

Athasian Dragon King magic, 10th level; psionic component renders the spell uncastable by priests.

Plane Shift

(Alteration)

Sphere: Astral

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Creature touched (special)

Saving Throw: Neg.

When the *plane shift* spell is cast, the priest or some other creature moves to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the *plane shift* at the same time.

The material component is a small, forked metal rod—the exact size and metal type dictating to which plane of existence (including sub-planes and alternate dimensions) the spell sends the

PLANAR TRAVEL RESEARCH TIME AND COSTS

Plane Type ¹	Research Cost ²	Research Time ³	Rod Cost ⁴
Inner Plane	500/1,500	1 Week/ 6 Weeks	100
Outer Plane	1,000/3,000	2 Weeks/3 Months	300
Demiplane	5,000/15,000	2 Months/1 Year	400
Pocket Dimension ⁴	+2,000	+ 1 month	—
Prime Material World	750/3,000	3 Weeks/9 Weeks	250

¹ The Astral and Ethereal Planes are treated as known Inner Planes for the purposes of research.

² The numbers before the slashes are the cost and time requirements for planes that are generally known by the campaign's spellcasters. The numbers after the slashes are the cost and time requirements for destinations about which little is known in the home campaign. All prices are in gold pieces.

³ The number is the typical cost in gold pieces for constructing one rod, provided that the proper materials are available. Rods made of extremely rare materials can cost considerably more.

⁴ Add these modifiers to the type of plane the Pocket Dimension is attached to. For example, researching a Pocket Dimension that is attached to the Ethereal Plane costs 2,500 gp and takes 5 weeks. The cost for the rod remains 100 gp.

affected creatures. (Your DM will determine specifics regarding how and what planes are reached.)

An unwilling creature must be touched (successful attack roll) in order to be sent; in addition, the creature is also allowed a saving throw. If the saving throw is successful the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

Notes: Common for clerics (PHB).

Plane Shift — Shukenja

This spell is identical to the standard version, except that the material component is a special coin, engraved with characters representing the plane, tied about the creature's neck with a leather thong

Plant Door

(Alteration)

Sphere: Plant

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Special

Saving Throw: None

The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth—even growth of a magical nature. The *plant door* is open to the one who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times as long, if in an ash tree, it lasts three times as long as normal. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, and so on).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

Notes: Common for druids (PHB).

Plant Growth

(Alteration)

Sphere: Plant

Level: 3

Range: 160 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus an 8th-level caster can affect a maximum area of 160×160 feet square, a 320×80-foot rectangle, a 640×40-foot rectangle, a 1,280×20-foot rectangle, and so on. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile-square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($(1d4+1) \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle for even the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

The material component is the caster's holy symbol.

Notes: Common for druids (PHB).

Plant Lance

(Alteration)
Sphere: Plant

Level: 4
Range: 5 yds./level
Components: V, S, M
Casting Time: 7
Duration: 4 rds.
Area of Effect: 1 plant/2 levels
Saving Throw: None

This spell transforms one or more natural plants into flying spears that attack as the caster directs. The plants can be of any sort, from clumps of moss or lichen to towering trees, but they must be alive for the spell to work. Up to one plant per two levels of the caster can be affected; thus a 7th-level priest creates three spears.

Each spear attacks as a *spear* +2 hurled by the caster, inflicting 3d4+2 points of damage. A *plant lance* withers and vanishes upon striking, or at latest when the spell duration expires; it can be destroyed by a successful *dispel magic* spell as well. Otherwise, the lance moves with and strikes at the target without any attention from the caster, who is free to work other magic or engage in other activities.

The lances are living plants until they wither; thus, they can be affected by magic that works on plants. Because using this spell strips the local vegetation, druids use it with care; overusing the spell may result in divine censure.

The spell works on existing living plants in their natural habitat. If insufficient plants grow within range, the caster cannot generate the maximum number of spears the spell affords.

Notes: Granted by Chamtea, the Great Mother, of the FORGOTTEN REALMS setting.

Plant Renewal

(Alteration)
Sphere: Plant

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: Instantaneous
Area of Effect: Plant touched
Saving Throw: None

This spell makes sick and withered plants instantly healthy once more. Molds and other growths are destroyed, spoiled fruit and blossoms are renewed, and nonbeneficial insects and their

eggs are banished. Flowers and edible plant parts can thus be created out of mere memories—but this spell cannot bring a wholly dead plant back to life. The spell also has a side effect. Creatures using magic or special abilities to masquerade as plants are instantly revealed in their true forms. Illusory plants melt away forever and magically altered plants revert to their true forms and natures, breaking any magical animations or controls.

The material component is a drop of rainwater or dew (the latter must be collected on a moonlit night).

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Plunge

Reversed form. float.

Pocket Dimension

Athasian Dragon King magic, 9th level; psionic component renders the spell uncastable by priests.

Poison

Reversed form. neutralize poison.

Poison Touch

(Alteration, Necromancy)
Sphere: Combat, Necromantic

Level: 2
Range: 0
Components: V, S
Casting Time: 5
Duration: Special
Area of Effect: 1 creature
Saving Throw: Neg.

This spell creates a flickering brown radiance around the caster's hand or another chosen limb. Within 5 rounds of casting *poison touch*, the priest must touch a chosen creature, or the magic fades and is wasted. A successful attack roll is required to touch the creature. If such a touch is made to any part of the creature (bare flesh contact is not required), the brown light flashes once and is gone, and the creature must make a saving throw vs. spell.

If the saving throw succeeds, the creature takes 1 point of damage and the corrosive magic eats a hole in any armor or garment worn, causing a disfiguring eruption of the skin beneath the touched area into raw welts, and then the spell ends. This wound inflicts a temporary loss of 2 points of Charisma, but the wound vanishes and the Charisma points are regained through normal

healing rest or the use of curative magic (such as *cure light wounds*).

If the saving throw fails, the creature suffers 6 points of damage and is instantly *slowed* (as the 3rd-level wizard spell) until the end of the following round. On this second round, the creature must make another saving throw. If it succeeds, the creature suffers 1 point of damage, is corroded as discussed above, and the spell ends. If this second saving throw fails, the creature suffers 3d6 points of additional damage and must make a Constitution ability check and a Strength ability check. If both succeed, the spell ends without further effect. If one fails, the creature falls unconscious and takes an additional 1d8 points of damage but can be roused on the following round or later if still alive. If both checks fail, the creature takes an additional 1d10 points of damage, falls into a coma instantly, and cannot be roused by any known means for 1d12+2 rounds.

Once a *poison touch* is delivered, the casting priest is free to take any other desired actions.

Notes: Granted by Talona, Mistress of Disease, of the FORGOTTEN REALMS setting.

Polymorph Plant

(Alteration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: Plant touched

Saving Throw: None

This spell enables a ranger to transform any single plant, including a fungus or mold, into any other type of plant of the ranger's choice. The change is permanent. The changed plant has the physical appearance of its new form, but not all of the associated properties. If edible, the new form tastes as bland as cotton. If normally used as a spell component, the new form has only a 50% chance of actually functioning as a component. If normally used for medical purposes (such as for a healing salve or poison antidote), the new form has only a 50% chance of having any beneficial properties.

Only living plants can be polymorphed; the spell won't work on a fallen leaf, a nut, or a picked fruit. The size of the plant is not relevant; a blade of grass can be polymorphed into a towering oak tree and vice versa. The new form doesn't have to be indigenous to the environment; an evergreen



tree on a frigid mountain can be polymorphed into a cactus (although it may not thrive for long).

Neither the original vegetation nor its polymorphed form can be an intelligent plant or a plantlike creature. Nor are unnatural plant forms allowed; a mushroom can be transformed into a normal-sized cornstalk, but not a 50-foot-tall cornstalk or a stalk that produces apples instead of corn.

The material component is any seed.

Notes: Uncommon for rangers; otherwise, very rare.

Polymorph Self

(Alteration)

Sphere: Creation

Level: 4

Range: 0

Components: V

Casting Time: 3

Duration: 2 turns/level

Area of Effect: The caster

Saving Throw: None



When this spell is cast, the shukenja is able to assume the form of any creature—from a small bird up to a great horse. There is no system shock, but the polymorphed shukenja gains only the form

and its locomotion, not any special attacks, magical abilities, and so on. The shukenja can change from one form to another (takes half a round) as often as desired during the spell's duration. Damage to the polymorphed form is suffered by the shukenja but, upon return to human form, 1d12 hit points are restored.

Notes: Common for oriental priests; otherwise, very rare.

Pool of Deeds — Vedic

(Enchantment)

Sphere: Divination, Elemental (Water)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 6 turns

Duration: 24 hrs.

Area of Effect: 1 pool

Saving Throw: None

The *pool of deeds* spell turns any pool of water, from as small as a birdbath to as large as a small lake, into a storyteller. The enchanted pool can recount the publicly known deeds of any one individual exactly as they happened. The subject can be living, dead, or even not yet born; the deeds can reflect the past, present, and even possible futures. The surface of the water reflects the images as if they were happening at the moment, and at the speed at which they occurred. The caster must know of the stories that he wants to reflect, but he need not know the details. If the caster wishes to reflect deeds that are not publicly known, he can try. The subject makes a saving throw vs. spells to keep secrets unrevealed; this roll is at the subject's level at the time of the revealed deeds.

The caster can create a *pool of deeds* that reflects his own future, but the images may leave out critical details to prevent tampering with the future. The caster should expect whatever appears to come true, regardless of his efforts to change it. The pool is activated by tossing in a handful of colored powder.

Notes: Common for priests from a vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

Port, Istishia's

See Istishia's port.

Portent

(Divination)

Sphere: Divination, Chaos

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell enables the priest to tell something of his or another individual's future luck during the next 24 hours. This "luck" takes the form of an adjustment to an attack roll or a saving throw at some point in the future unknown to the subject.

When the spell is cast, the DM makes two die rolls in secret. First, 1d6 is rolled to determine the exact effect. The caster learns only the general result of *poor*, *fair*, or *good*.

1d6 roll	General Result	Exact Result
1	<i>Poor</i>	-3
2	<i>Poor</i>	-2
3	<i>Fair</i>	-1
4	<i>Fair</i>	+1
5	<i>Good</i>	+2
6	<i>Good</i>	+3

Second, a 1d12 roll determines when the *portent* result takes effect. The 1d12 roll represents the number of the attack roll (either by or against the subject) or saving throw made by subject that is affected by the *portent*. For example, if a 12 is rolled, then the 12th such roll receives the exact result as a modifier.

Such die rolls count only if they involve significant risk (that is, in combat or similar situations of consequence). The count is suspended if the subject contrives, for example, to perform saving throws against nonharmful effects in an effort to manipulate the outcome of the *portents*. Die rolls that *do* apply toward this count include saving throws made in combat or against magical effects, attack rolls made by the subject, and attack rolls made by an opponent against the subject. The DM can count other rolls, such as proficiency checks or ability checks, in the face of danger. When the die roll designated by the *portent* is made, the result is adjusted upward or downward as indicated by the 1d6 roll. Thus, the subject is either more or less likely to score a hit, more or less likely to be hit, or more or less likely to succeed on a saving throw or similar check.

Regardless of the outcome, the effects of the *portent* do not extend beyond 24 hours after the

casting. If the event has not occurred by that time, then it will not.

The material component is either a numbered wheel or tea leaves.

Notes: Uncommon for clerics, divination specialists, and priests with access to the sphere of Chaos. (Updated from *Unearthed Arcana*.)

Possess

(Enchantment/Charm)

Sphere: Charm

Level: 5

Range: 360 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.



This spell is similar to the 3rd-level *possess animal* spell. Unlike that spell, however, this enchantment can be used to take over any type of natural animal or intelligent creature. When possessing a character, the shukenja does not gain any of the abilities of that character class (that is, special abilities or spells). For every point of damage suffered by the host, the shukenja suffers ½ point of damage. Should the host die while under control, the shukenja must make a successful system shock roll or die.

While controlling an animal, the body of the shukenja falls into a catatonic state. If the body is disturbed or moved, the shukenja's spirit is lost until reunited with its body, as per a *restore* spell. When released, the possessed creature does not have any memory of actions done during the possession or knowledge of who possessed it.

The material components for this spell are a bowl or stick of incense and a figurine of the creature or character to be possessed.

Notes: Common for oriental priests; otherwise, very rare.

Possess Animal

(Enchantment/Charm)

Sphere: Animal

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 animal

Saving Throw: Neg.



By use of this spell, the shukenja is able to project his spirit into that of an animal, forcing the creature to behave according to his will. The creature must be a normal or giant animal, not a monster type, and must have fewer Hit Dice than the shukenja. The animal is allowed a saving throw vs. spell and if successful the spell has no effect. Once the animal is possessed, the shukenja can cause it to do anything within its ability, regardless of the consequences to the animal. However, for every point of damage suffered by the animal, the shukenja suffers ½ point of damage. In addition, should the animal die while under the control of the shukenja, a system shock roll must be made. If the roll is failed, the shukenja also dies.

While controlling an animal, the body of the shukenja falls into a catatonic state. If the body is disturbed or moved, the shukenja's spirit is lost until reunited with its body, as per a *restore* spell.

The material component is a bowl of incense and a morsel of food appealing to the animal.

Notes: Common for oriental priests; otherwise, very rare.

Prayer

(Conjuration/Summoning)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Saving Throw: None

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a *prayer* is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The material component is a silver holy symbol, prayer beads, or a similar device.

Notes: Common for clerics (PHB).

Precipitation

(Alteration)

Sphere: Elemental Water

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 rd.

Area of Effect: 30-ft. cylinder up to 60 ft. high

Saving Throw: None

This spell precipitates a light rain out of the air, drizzling on everything in the area of effect. Small flames (candles) are extinguished. Small fires (torches and campfires) gutter and smoke for a round after the drizzling stops. Bonfires and most magical fires are unaffected. Large magical fire effects (*fireball*, *wall of fire*, *flamestrike*) cast into the area during the rain are reduced in the damage they inflict by 2 points per die and create a warm fog that obscures vision in an area 60 feet in diameter. This lasts 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

The *precipitation* spell has doubled effect in humid climates, causes only slight dampness in arid climates, produces light sleet at temperatures near freezing, and creates snow if the temperature is below freezing.

The material component is the priest's holy symbol.

Notes: Uncommon for druids (originally published in *Unearthed Arcana*). Also granted by Istuslia the Water Lord of the FORGOTTEN REALMS setting.

Predict Weather

(Divination)

Sphere: Weather, Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs./level

Area of Effect: 9 sq. mi.

Saving Throw: None

A druid casting a *predict weather* spell gains 100% accurate knowledge of the weather (sky, temperature, precipitation) in a nine square mile area centering on the druid. For each level of experience of the druid casting the spell, two hours of advance weather can be forecast. Thus, at 1st level the druid knows what the weather will be for two hours; at 2nd level the druid knows the weather for 4 hours in advance, and so on.

The material component is the druid's holy symbol.

Notes: Uncommon for druids. (Updated from the 1st Ed. *PHB*.)

Prepare Enchantment

(Conjuration/Evocation)

Reversible

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Object touched

Saving Throw: Special

This spell is used to enchant an item by forcing the alteration of its true name. The caster must know the true name of the item to be created, which varies in complexity according to the complexity of the item.

Immediately prior to casting the spell, the priest must ritually purify himself or herself by fasting and so on. The ritual takes six days to prepare and one to cast but the resultant drain on the caster is such that it is impossible to cast any other spell for the following d100 days. In addition, there is a chance of taking mental damage.

After the spell has been cast there is a chance that the item will have had its true name altered. The base chance is 60% with the following modifiers:

- 1% per pound weight of natural material (wood, leather)
- 3% per pounds of other non-ferrous material
- 10% per 1 pound of ferrous material
- +1% per level of caster
- +1% per day of fasting prior to casting the spell.
- +1% per 10,000 gp worth of material components.

After casting the spell, the caster must make a successful saving throw vs. spell (at a +3 bonus if the spell was successful) or be *feebleminded* as the 6th-level wizard spell. Even if the saving throw is successful, the caster is magically drained for d100 days and can wield no dweomers for that time.

The material components vary according to the item that is to be enchanted; their existence is revealed to the caster as part of the true name of the item. However, these are of at least 5,000 gp value. The materials are ruined if the spell fails, and become a part of the item if it succeeds.

Notes: Very rare spell. (Updated from *IMAGINE* Magazine.)

Preservation

Quest spell, see appendix in Vol. 3.

Pressure Resistance

(Abjuration)

Sphere: Protection, Elemental Water

Level: 1

Range: Touch

Components: S, M

Casting Time: 4

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell increases the recipient's resistance to the crushing force of water pressure, allowing him to function at greater depths underwater. The spell's recipient can safely dive to twice his normal depth.

For example, an unassisted human can normally withstand the effects of pressure to a maximum depth of 400 feet underwater. A human protected by this spell could safely dive to a depth of 800 feet.

The material component is the caster's holy symbol.

Notes: Uncommon for sea priests; otherwise, rare.

Optional: If the rules from *of Ships and the Sea* are used, this spell actually doubles the recipient's basic depth unit (see page 76).

Pride of Nobanion

(Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 4

Range: 1 mi.

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is a specialized variant of the 5th-level priest spell *animal summoning II*. By means of this spell, the caster calls a number of great cats whose combined Hit Dice total 48 or less. If more than one species is available, the race with greater Hit Dice is summoned. Common lions are always summoned to the exclusion of all other great cats if they are available. Only great cats within 1 mile

of the spellcaster at the time of the casting respond, but such felines include cantobebes, cat shee, cheetahs, dragonnes, jaguars, leopards, lions, mountain lions, spotted lions, giant lynxes, tigers, red tigers (snow cats), amilodons, and thylacines among others.

Unlike the *animal summoning II* spell, the caster can only make one call as he or she does not get to choose what form of great cat shows up, if any. The great cats summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, they are sent away, and so on.

Notes: Granted by Nobanion, the Lion King, of the FORGOTTEN REALMS setting.

Priest Lock

(Alteration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Casting Time: 4

Duration: Permanent

Area of Effect: 1 portal up to 12 sq. ft./level

Saving Throw: None

By means of this 2nd-level priest spell, a priest can place a magical protection on any window, door or portal. The door will open for anyone who speaks the password that was put into place by the priest who *priest locked* the door.

The password can be a single word or several sentences. The priest has complete freedom in choosing the password, including the language in which it must be spoken. The password works only if it is spoken in the language the priest designates. The language does not need to be the native tongue of the spellcaster.

A *priest locked* door or portal can be opened by breaking, or a successful *knock* or *dispel magic* spell, just as a *wizard lock*. The priest can negate the spell by speaking the password in reverse. This allows the priest to cast a new spell in order to change the password.

The caster must set a duration that the door, once opened, will remain unlocked, up to the caster's level in rounds. The priest can also place a time delay on the release of the door, which cannot exceed 10 rounds.

For example, a priest casts a *priest lock* spell on the door to her room. She specifies in the spell that the door will be released two rounds after the password has been spoken and the door will remain unlocked for five rounds after that. Her native lan-

guage is Common, but her password is a phrase spoken in the Dwarven language.

Notes: Rare priest spell, originally from the GREYHAWK setting.

Probability Control

(Alteration)

Sphere: Numbers

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level (maximum)

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll—an attack, a saving throw, an attempt to use thieving skills, an ability check, or even an attempt to successfully teleport on target. The action must be something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per five levels of the caster. This modification can be either positive or negative, as deemed by the spellcaster. Thus, a 10th-level priest can modify a subject's saving throw or attack roll by +5 or -5, or a thief's climb walls roll by +25% or -25%. The priest can cast this spell on himself.

For a noncombat action such as an attempt to climb a wall, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected (e.g., the subject's next attack roll) and whether the modification will be positive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes. If the latter occurs, the spell ends without effect.

Once the spell is cast, the priest does not need to maintain any level of concentration; the spell will function even if the casting priest is killed before the spell takes effect.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether he was the subject of the spell at all). Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while actually lowering it. The thief would be none the wiser. However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture and a cubic die of matching size. Both are consumed in the casting.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

Probe Enemies — Elf

(Divination)

Sphere: Divination

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

When *probe enemies* is cast, all hostile entities within the spell's range, and in the priest's line of sight, are probed by the spell's magic. While the duration lasts, the caster must maintain concentration; if the caster is distracted (i.e., suffers damage casts another spell, initiates melee, and so on), the spell fails, and no information is learned. Once the duration has run its course, however, the caster will know which opponent is the most powerful, or which foe poses the greatest threat to the priest, if no single enemy can be regarded as more powerful than any other. Note, however, that the spell does not tell the caster why or what makes a given creature more powerful than another, only that it is more powerful in some way.

While this spell offers no saving throw to those it inspects, magic resistance still applies, as do magical effects that impede the effectiveness of Divination magic (e.g., *amulet of proof against detection and location*). In such instances, the *probe enemies* spell will choose the most powerful opponent who is not so obscured.

Notes: Very rare spell granted by the elven god Corellon Larethian. (Updated from *DRAGON Magazine*.)

Probing Arm

(Alteration, Evocation)

Sphere: Creation

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a weightless mechanical arm of steel that has an upper arm 3 feet in length, a ball-swivel elbow joint, a forearm 3 feet long, a ball-swivel wrist joint, and a fully articulated hand with four fingers and a perfectly opposed thumb (that is, the thumb is centered opposite the fingers across the palm, not located to one side). The shoulder of the arm always floats in midair closest of any part of the arm to the caster's head, and the spell range refers to how distant the shoulder can be from the caster before the arm either does not form or dissipates into nothingness.

This arm has an effective Armor Class of 1, a Strength of 19, moves at MV Fly 12 (A), and can lengthen either or both of its arm segments from 3 feet to 30 feet—or any length in between—in response to the caster's silent will. Though it is most often used to reach distant objects or beings and grab them or pick them up, a *probing arm* can function as a weapon.

The *probing arm* can punch for 2d4+7 points of damage, launch weapon attacks at distant foes at a THACO one point better than the caster's own, and grapple with a foe at a +3 bonus to hit. A successful grapple causes 1d6 points of bruising and jostling damage, ruins spellcasting, cuts movement in half, causes opponent missile attacks to be launched at a -3 penalty to attack rolls, and forces item saving throws vs. crushing blow on all fragile items worn, carried, or wielded by the foe.

A *probing arm* can also reach into a guarded area to spring traps or to grab, recover, or move objects the caster dare not touch or approach, such as diseased or fungus-covered corpses, burning items, and poison-using monsters.

A *probing arm* can open locks by touch, acting as the 2nd-level wizard spell *knock* cast by a 12th-level mage. To use this ability, the probing arm must be commanded to by silent will of the caster. If the unlocking succeeds, the arm vanishes when the locked door opens, since at this point the spell is exhausted immediately. A *probing arm* could unlock a massive door and then drag it wide open, fading away only when the opening motion was stopped by the caster of the *probing arm*, but such an arm would vanish instantly if used to unlock a small door that then fell open by itself. The spell is not exhausted if the arm is used to unlock a door by turning a key or otherwise opening it by its usual mechanical means.

The material components of a *probing arm* are two short sticks or small straight rods, two smooth wooden or glass balls (or a real socket joint from any dead creature), and two human hairs.

Notes: Granted by the god Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting.

Produce Fire

(Alteration)

Reversal: ~~Fire~~

Sphere: Elemental Fire

Level: 4

Range: 40 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd.

Area of Effect: 12-ft. square

Saving Throw: None

By means of this spell, the caster causes a common fire of up to 12 feet per side in area. Though it lasts but a single round, unless it ignites additional flammable material, the fire produced by the spell inflicts 1d4 points of damage, plus 1 point per caster level, upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

The reverse, quench fire, extinguishes any normal fire (coals, oil, tallow, wax, wood, and so on) within the area of effect.

The material component for both forms is a paste of sulfur and wax, formed into a ball and thrown at the target.

Notes: Common for druids (PHB).

Produce Flame

(Alteration)

Sphere: Elemental Fire

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a *produce flame* spell. This magical flame lasts one round for each level of the caster. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, and so on). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a three-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire.



or suffer additional damage assigned by the DM until the fire is extinguished. Misses use the grenade-like missile table in the *DMG* to determine the point of impact. If any duration remains to the spell, another flame immediately appears in the caster's hand.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Notes: Common for druids (*PHB*).

Produce Ice

(Conjuration/Summoning)

Sphere: Elemental Water

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: 2 rds./level

Area of Effect: Cube, 1 ft./level on a side

Saving Throw: Special

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this

spell, then the DM can rule that the spell has no effect. The caster affects a cubic area of 1 foot per level to a side, so a 12th-level caster affects a 12-foot by 12-foot by 12-foot cube (up to a maximum of 25 feet to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point per level of the caster (or 2d4+12, for the 12th-level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the area are suppressed and may (50% chance) be extinguished.

Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall. Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds per caster level, and then begins to melt at whatever rate nature decrees.

If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most airbreathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, and so on) may survive being frozen, at the DM's discretion.

The material component is a scale from a white dragon.

Notes: Common for priests with major access to the sphere of Elemental Water (*PO:SM*).

Prolific Forestation

Athasian Dragon King magic, 10th level; psionic component renders the spell uncastable by priests.

Prolific Vegetation

Athasian Dragon King magic, 9th level; psionic component renders the spell uncastable by priests.

Proof Against Undeath

(Necromancy, Alteration)

Sphere: Cosmos

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Special

This spell is cast on a dead creature to prevent it from being raised as a skeleton or zombie with



an *animate dead* spell. The creature cannot have been dead for a number of days greater than the caster's level; otherwise it has no effect. The size, level, or Hit Dice of the dead creature makes no difference. *Detect magic* reveals the magical enchantment on the body, and it can be removed with a *dispel magic* spell. This spell has no effect on living creatures or those already animated as skeletons or zombies. Corpses being magically enchanted into some other, more powerful form of undead are granted a saving throw vs. spell (based on the corpse's level and class from his previous life); if it makes this save even once, the corpse cannot be raised as any form of undead.

The material components for this spell can vary; either metal coins must be placed on the recipient's eyes, the petals of flowers must be sprinkled beneath him, or dust from his homeland must be sprinkled on him.

Notes: Uncommon for priests from a DARK SUN setting; otherwise, very rare.

PROTECTION SPELLS

Introductory Note: Many protection spells in this section were constructed from the protection scrolls in the DMG when the 1st Edition was current. They are updated here, with a default rarity of rare. Some, such as protection from dragon breath (dragons being greatly strengthened in the current edition), have been withdrawn to the province of specially enchanted items.

Protection From Acid

See resist acid and corrosion

Protection From Air Elementals

See protection from elementals, 10' radius.

Protection From Aging — Elf

(Abjuration)

Sphere: Protection, Time

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

While protected by the effects of this spell, the recipient is immune to unnatural aging and aging

attack forms, such as the sight of a ghost. The spell does not protect against natural aging or willingly accepted aging effects, such as that inflicted by a *haste* spell.

The material components of this spell are the priest's holy symbol and a powdered black sapphire worth at least 50 gp.

Notes: Granted by the elven deity Labelas Enoreth.

Protection From All Elementals

See protection from elementals, 10' radius.

Protection From All Lycanthropes

See protection from lycanthropes, 10' radius.

Protection From All Traps, 5' Radius

See protection from traps, 5' radius.

Protection From All Undead, 5' Radius

See protection from undead, 5' radius.

Protection From Amorphs

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This abjuration protects the recipient from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, gelatinous cubes, and slithering trackers. To qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind. Most are native to the Prime Material Plane and are formless, primordial beings, as opposed to creatures such as elementals. The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. Ranged attacks by these creatures also fail.

If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected.

The material component is a mixture of rare salts sprinkled in a small circle around the creature to be protected.

Notes: Very rare spell. This is a priest version of the spell from *PO SM*.

Some extraplanar beings are affected by the protection from amorphs spell, in particular certain minions of Juiblex, the Faceless Lord. Likewise, some Prime Material creatures will not be, such as mimica (*MONSTROUS MANUAL* tome) and algols (*FIEND FOLIO* tome). The former is malleable but not amorphous (like a doppelganger), the latter is a colony of animated algae rather than primordial ooze.

Protection From Animals

(Abjuration)

Sphere: Animal

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell prevents bodily contact between the protected individual and small, swarming mammals. Other attacks by normal and giant-sized mammals suffer a -2 penalty to attack rolls, and any saving throw these require of the protected creature are at a +2 bonus. Monsters and animals of a magical nature are not affected by this spell.

The material components of the spell consists of animal hair (any type), a chip of animal bone, and a drop of animal blood.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Protection From Breath Weapons

See protection from dragon breath. As the number of creatures with unusual breath weapons grows, a scroll that affects "everything else" except dragon breath is harder to justify. One approach is to use a scroll with a specific effect (for example, a scroll of protection from gorgon breath). On the other hand, a scroll not completely decipherable by a player character except in a general way ("It's good against—untranslatable—breath weapon... It's not the symbol for 'dragon'") is certainly possible and may add dramatic tension.

Protection From Chaos

(Abjuration)

Sphere: Law

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

Resembling the spell *protection from evil*, this abjuration wards the creature touched from the attacks of minions of chaos. Chaotic creatures suffer a -2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess, dominate, or exercise other forms of mental control against the recipient are automatically blocked by this spell.

Protection from chaos also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanar'ri, slaad, and eladrin. Unlike *protection from evil*, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, *protection from chaos* does protect the recipient from creatures influenced by *confusion* and *chaos* spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spell's power to trap, pin, or drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking him by this spell.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

Notes: Common for priests with access to the sphere of Law (PO:SM).

Protection From Charm

(Abjuration)

Sphere: Charm, Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell adds a bonus of +1 per three levels of the caster to the recipient's saving throws against *charm* spells and all related effects. These include spells such as *suggestion* and *magic jar*; items such as a potion of *human control*, and spell like effects, such as the gaze of a vampire or the song of a harpy or bard. It is not effective against charm attacks that allow no saving throw. A saving throw of 1 fails regardless of the bonuses conferred by this spell. The maximum benefit allowed by this spell is +3 at 9th level.

The material component is holy water.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Protection From Cold

See resist fire/resist cold for a general protective spell.

Protection From Cold

(Invocation/Evocation)

Sphere: Elemental Air, Elemental Water

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

The effect of a *protection from cold* spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete immunity to: freezing temperatures (immersion in icy water, icy blasts of wind, and so on); exposure to magical frosts such as freezing dragon breath; spells such as *frost fingers*, *chill metal* (reverse of *heat metal*), *Snillloc's snowball*, *Snillloc's snowball swarm*, *ice storm*, *wall of ice*, *cone of cold*, *Otiluke's freezing sphere*, winter wolf breath, ice toad and brown mold cold radiations, and so on. The invulnerability lasts until the spell has absorbed 12 points of ice or cold damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal freezing temperatures, gives a bonus of +4 to saving throws vs. cold attacks, and reduces damage sustained from magical cold attacks by 50%.

The material components of this spell are the priest's holy symbol and a small sliver of ice.



Notes: Granted by Ulutiu, the Lord in the Ice, of the FORGOTTEN REALMS setting. This is a spell for a specialized priesthood.

Protection From Corrosives

See resist acid and corrosion.

Protection From Death

(Necromancy)

Sphere: Protection

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn

Area of Effect: Creature touched

Saving Throw: Neg.

Protection from death is a powerful priest spell that temporarily prevents an individual from dying. When cast upon a willing recipient, no saving throw is required. The individual suffers damage normally, save that at zero hit points, the individual is simply defeated and must retire from combat. While under the influence of a *protection from death* spell, an individual is immune to the effects of poison, disease, and death magic. The

protection from death spell can be canceled by a *dispel magic* spell, leaving the individual subject to death normally.

After a *protection from death* spell wears off, the individual is completely healed and returned to full hit points. Lost limbs and the like are not regenerated, however, unless they have been recovered and are held in place when the spell fades out. A person who has suffered injuries too severe to permit survival after the spell ends (beheading, for example) simply dies.

The material component is an item taken from the body of a dead person.

Notes: Very rare spell, originally from the Arthurian section of *Legends & Lore*.

Protection From Earth

(Abjuration)

Sphere: Elemental Earth, Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: None



The effect of a *protection from earth* spell differs according to whether the caster or another creature is the recipient of the spell. In either case, the spell lasts no longer than one turn per caster level. Also, this spell does not confer the ability to freely move through stone or earth.

If the spell is cast upon the caster, it grants complete invulnerability to damage and wounds inflicted by stone and earth (thrown stones, falling rocks, earth elemental attacks, crushing stone walls, avalanches, being buried alive, and so on). The invulnerability lasts until the spell has absorbed 12 points of earth damage per level of the caster or one turn per caster level (whichever comes first), at which time the spell is negated.

If the spell is cast upon another creature, it reduces damage sustained by earth attacks by 50% and confers a saving throw bonus of +4 to the die roll against such attacks.

The material component is the priest's holy symbol.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Inner Planes.

Protection From Demons

Protection From Devils

See *protection from fiends*, 10' radius.

Protection From Dragon Breath

A scroll of *protection from dragon breath* from the DMG. This should not be allowed as a spell, considering the upgraded dragons of the current edition. Recommended prerequisites for creating the scroll are a sage-like knowledge of dragonkind and a minimum of 12th-level priest status. Such scrolls may be limited to a certain family or type of dragon (metallic, red, and so on). In particularly challenging campaigns, the DM may require such scrolls to specifically name the target dragon.

Protection From Earth Elementals

See *protection from elementals*, 10' radius.

Protection From Electricity

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

The protected creature receives a +4 bonus to saving throws against electrical attacks, natural or magical. Any electrical damage received is reduced by 50%. If the saving throw is successful, then any secondary effects the electrical attack may have (*stunning*, *paralysis*, and so on) are negated.

The material component is a thread of copper.

Notes: Very rare for clerics.

Protection From Electricity

See *protection from lightning* for a specialty priest effect.

Protection From Electricity, 10' Radius

(Abjuration)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: 10-ft. radius

Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from electricity* spell, except that it lasts longer and encompasses a much

larger area. The effect is centered on and moves with the creature touched.

The protected creatures receive a +4 bonus to saving throws against electrical attacks, natural or magical. Any electrical damage received is reduced by 50%. If the saving throw is successful, then any secondary effects the electrical attack may have (*stunning*, *paralysis*, and so on) are negated.

The material component is a thread of copper for each protected creature.

Notes: Very rare for clerics.

Protection From Elementals, 10' Radius (Abjuration)

Sphere: Elemental (All)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 10-ft. radius

Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection, that protects all within from the direct attacks of one type of elemental creature. The sphere is centered on and mobile with the creature touched. If more elemental creatures attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

Two factors rule the degree of protection. First, the total number of Hit Dice hedged out is 2 Hit Dice per level of the caster, to a maximum of 24 Hit Dice at 12th level.

Second, as the caster becomes more powerful, stronger elemental creatures can be hedged out. Thus, an 8th-level caster can keep out elemental creatures with a total of 16 Hit Dice or less, as long as the creatures have less than 8 Hit Dice each.

At 7th level, creatures of a specific element with less than 8 Hit Dice can be hedged out.

At 9th level, the protection is extended to creatures of a specific element with less than 16 Hit Dice.

At 12th level, the protection is extended to creatures of a specific element with less than 24 Hit Dice. Further, the protection hedges out any type of elemental creature with 16 Hit Dice or less; thus, a 12th-level priest who memorizes the air elemental version gains the ability to keep out earth elementals of 16 Hit Dice or less as well.

At 15th level, protection is extended to any elemental creature with 24 Hit Dice or less.

Elemental creatures with more Hit Dice, or exceeding the total Hit Dice limit, can pass the barrier. For example, if a 9th-level priest's sphere is attacked by three 8 Hit Die elementals, one penetrates the barrier. A sphere attacked by a single 24 Hit Die elemental is penetrated as well. Note that attacks by elemental creatures based on their element are blocked, but other attacks might not be. Thus, while an efreet could not affect protected creatures with its *wall of fire*, it could shoot a bow, if it had one.

The material component is a piece of a substance that came from neither the Prime Material Plane nor any of the Elemental Planes.

Notes: Uncommon for Elemental priests; otherwise, rare. Elemental priests are restricted to their own elemental form until they achieve 12th level.

Optional: Spells similar to *protection from elementals* can be researched for para-elemental and quasi-elemental creatures as well. It is suggested that, for a 12th-level caster, 16 Hit Dice of any of these creatures can be hedged out, regardless of which spell the caster employs.

ELEMENTALS

Spells affecting elementals, such as *protection from elementals*, also include many similar elemental-based creatures.

- *Air creatures* (includes djinn and invisible stalkers)
- *Earth creatures* (includes xorn)
- *Fire creatures* (includes efreet and salamanders)
- *Water creatures* (includes tritons and water weards).

Protection From Energy Drain

See negative plane protection.

Protection From Evil

(Abjuration)

Reversible

Sphere: Protection

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it had been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weeds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the priest uses holy water or burning incense.

This spell can be reversed to become *protection from good*; the second and third benefits remain unchanged.

The material components for the reverse are a circle of unholy water or smoldering dung.

Notes: Common for clerics (PHB).

This spell does not specifically hedge out undead creatures (except ghouls, as stated in the *MONSTROUS MANUAL* tome), unless these have been brought by a *monster summoning* spell or equivalent magic or are from another plane.

Protection From Evil, 10' Radius

(Abjuration)

Reversible

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: 10-ft.-radius sphere

Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only. To complete this spell, the priest must trace a circle 20 feet in diameter using holy water and incense.

The reverse, *protection from good*, 10' radius, wards against good creatures. To complete this spell, the priest must trace a circle 20 feet in diameter using unholy water and smoldering dung.

Notes: Common for clerics (PHB).

Protection From Fiends

Personal protection is provided by the protection from evil spell. For area protection, see protection from fiends, 10' radius and protection from evil, 10' radius.

Protection From Fiends, 10' Radius

(Abjuration)

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None

The spell creates a globe of absolute protection, centered on and mobile with the creature touched. The sphere protects those within from any attack

by creatures from the Lower Planes. These include baatezu, tanar'ri, yugoloths, gehreleths, night hags, and similar creatures. Their magic resistance is not a factor, nor can they dispel the protection by any means. Unlike most other protection spells, protected individuals can launch attacks from inside the sphere on creatures that are hedged out. Forcing the protection against a trapped fiend still ends the protection immediately. Otherwise, the effect of the spell varies with the caster's level.

At 9th level, the protection cannot be penetrated by creatures with fewer Hit Dice than the caster's level.

At 12th level, the protection cannot be penetrated by creatures of less than demipower status.

The material component is a powder containing a substance inimical to the type of fiend to be hedged out; for example, silver (baatezu) or iron (tanar'ri). The powder is scattered in a circle around the protected creature during the casting.

Notes: Uncommon priests with major access to the sphere of numbers; otherwise, rare.

Protection From Fire

See resist fire/resist cold for the general protective spell.

Protection From Fire

(Abjuration)

Sphere: Elemental Fire

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

The effect of a *protection from fire* spell differs according to the recipient of the magic—either the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as fiery dragon breath, spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, *meteor swarm*, hell hound or pyrohydra breath, and so on, until the spell has absorbed 12 points of heat or fire damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 to saving throw die rolls against fire-based

attacks, and it reduces damage sustained from magical fires by 50%.

The material component is the caster's holy symbol.

Notes: Common for druids (PHB). Optionally uncommon for sea priests.

Optional: A sea priest (only) can cast this spell on inanimate objects, such as a ship's hull or sails. When cast on objects, its duration is one hour, plus one turn per level.

Protection From Fire Elementals

See protection from elementals, 10' radius.

Protection From Gas, 5' Radius

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 3 rds./level

Area of Effect: 5-ft. radius

Saving Throw: None

All creatures remaining within this globe of protection are immune to toxic gases, poisonous vapors, and similar hazards. The 5-foot radius sphere is centered on and moves with the caster. Harmless vapors that only obscure vision are unaffected, and the sphere has no effect on gaseous creatures. The degree of protection depends on the caster's level.

At 7th level, this spell protects against gases of nonmagical origin and those created by 1st and 2nd-level spells (such as *stinking cloud*). Against other magical gases, protected creatures receive a +2 bonus to any saving throw allowed.

At 9th level, immunity is gained to magical gases created by spells of 4th level or magical creatures of less than 8 Hit Dice.

At 12th level, the protection is extended to spells of 6th level and creatures of less than 16 Hit Dice (such as a gorgon's breath).

At 15th level, protection is extended to all such effects except those that are of demipower- or artifact-level origin.

This spell's unusually short casting time allows its rapid use when toxic gas is detected.

Notes: Rare spell for clerics.

Protection From Good

Reversed form, see protection from evil.

Protection From Good, 10' Radius

Reversed form, see protection from evil 10' radius.

Protection From Insects

(Abjuration)

Sphere: Animal

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell prevents bodily contact between the protected creature (the caster or a willing recipient) and normal insects. It completely hedges out swarming attacks of common insects, such as those summoned by *summon swarm* and *insect plague*. Attacks by giant-sized insects suffer a -2 penalty to their attack rolls. Saving throws for the protected creature against their attacks receive a +2 bonus. The spell does not affect monsters and insects of a magic nature.

The material components of the spell consist of ground insect bodies.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Protection From Lightning

(Abjuration)

Sphere: Weather

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level maximum

Area of Effect: Creature touched

Saving Throw: None

The effect of a *protection from lightning* spell changes depending on who is the recipient of the magic—the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to electrical attack such as dragon breath, or magical lightning such as *lightning bolt*, *shocking grasp*, storm giant, will 'o wisp, and so on, until the spell has absorbed 10

points of electrical damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives a bonus of +4 to the die roll for saving throws made vs. electrical attacks, and it reduces the damage sustained from such attacks by 50%.

The caster's holy symbol is the material component.

Notes: Common for druids (PHB).

Protection From Lycanthropes, 10' Radius

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 5 rds./level

Area of Effect: 10-ft. radius

Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection that protects all within from the direct attacks of one type of lycanthrope. The sphere is centered on and mobile with the creature touched. The globe keeps out 49 Hit Dice of that type of lycanthrope (round up hit point bonuses of +4 or more). If more lycanthropes attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

At 7th level, a specified type of lycanthrope with less than 4 Hit Dice is hedged out (for example, wererats and lesser seawolves).

At 9th level, the lycanthrope can have less than 8 Hit Dice (for example, werewolves, wereboars, weretigers, and werebears).

At 12th level, all attacking lycanthropes of every type are hedged out, up to the limit, instead of just one type. Further, the protection also works against all other shapechangers, as well, such as doppelgangers, some dragon types, druids, jackalweres, and those under the influence of polymorph spells.

The material component is dried wolfsbane, which is crumbled and scattered in a circle around the protected creature during the casting of the spell.

Notes: Rare spell for clerics.

Protection From Magic 5' Radius

A scroll of protection effect from the DMG. See the 6th-level wizard spell, antimagic shell.

Protection From Misfortune

(Conjuration/Summoning, Invocation)

Sphere: Protection, Chaos

Level: 4

Range: 0

Components: V

Casting Time: 3

Duration: Special

Area of Effect: The caster

Saving Throw: None

By casting this spell, the priest seeks to protect himself from misfortune. While the spell is in operation, the priest is able to negate certain misfortunes; in game terms, the priest is permitted to reroll a certain number of dice rolls that produced unfortunate results. The caster can reroll his or her own saving throws, and the attack and damage rolls made against him or her by enemies (unless these resulted in the priest's death). The following cannot be rerolled: the priest's own attack rolls, own damage rolls, and the saving throws of others. Any particular dice roll can be rerolled only once.

The spell lasts a maximum of 1 turn per level of the priest, or until 1d8-1 dice rolls have been rerolled; this is recorded by the DM (the player never knows how many rerolls the priest has, if any!).

In addition, if a reroll is a natural 1, then outcome is the worst possible (for example, a 6 Hit Die fireball inflicts 36 points of damage on the priest).

Notes: Granted by Ralishaz of the GRBYHAWK setting.

Protection From Orisons

(Abjuration)

Sphere: All

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 9 hrs. + 1 hr./level

Area of Effect: Creature or object touched

Saving Throw: None

By casting this spell, the priest receives immunity to the effects of orisons cast by other priests, acolytes, or creatures that use the *orison* spell. The spell protects the caster, or one item or person that he touches (such as a book or a drawer). Any *orison* cast against the protected person or item dissipates with an audible popping sound. Any unwilling creature subjected to this spell must be

touched (via an attack roll) and is allowed a saving throw vs. spell to escape the effect.

Notes: Common where orisons are used.

Special Note: *Protection from orisons* also protects against *cantrips*, and *protection from cantrips* functions against *orisons* as well.

**Protection From Petrification,
10' Radius**

(Abjuration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 10-ft. radius around creature touched

Saving Throw: None

This spell creates a circle of protection that is centered on and mobile with the creature touched. All creatures within the circle are absolutely immune to any attack forms or spells that cause flesh to turn into stone. If a protected creature reflects a petrifying gaze attack back outside the circle, the monster is not affected by its own gaze: The spell renders the petrification power inert. *Protection from petrification* has no effect on creatures that have already been turned to stone.

The material component is the priest's holy symbol.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Protection From Plants

A scroll of protection effect from the DMG. See the 6th-level priest spell, anti-plant shell.

Protection From Poison

A scroll of protection effect from the DMG. See the priest spells slow poison (2nd) and neutralize poison (4th).

Protection From Possession

See protection from evil.

Protection From Prime

(Abjuration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None



When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. This barrier moves with the recipient. The subject of the spell must be a planar creature or being. *Protection from prime* does not function at all on the Prime Material Plane.

In effect, this spell is a version of the *protection from evil* spell. As such, it has three major effects:

First, all attacks made by beings from the Prime Material Plane against the protected creature suffer -2 penalties to attack rolls; any saving throws necessitated by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over the protected creature (as by a vampire's *charm* ability) is blocked by this spell. Note that the protection does not prevent the vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents direct bodily contact by creatures from the Prime Material Plane. This causes the natural (body) weapon attacks of such beings to fail and the beings to recoil, if such attacks require touching the protected being. Animals or monsters summoned from the Prime Material Plane are likewise hedged from the character.

This third protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked being. The penalty applied to attacks from Prime-Material beings presented as the first spell effect remains active in any event, however.

To complete this spell, the priest must trace a 3-foot-diameter circle on the floor (or ground) with the powdered bone of a Prime-Material creature.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Protection From Prime, 10' Radius

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None



The globe of protection created by this spell is identical in all respects to a *protection from prime* spell (a 1st-level priest spell), except that it protects a larger area of effect and has a longer duration and casting time.

When this spell is cast, it creates a magical barrier centered on and mobile with the recipient. The subject of the spell must be a planar creature or being. *Protection from prime* does not function at all on the Prime Material Plane. In effect, this spell is a version of the *protection from evil*, 10' spell. As such, it has three major effects:

First, all attacks made by beings from the Prime Material Plane against the protected creatures suffer -2 penalties to attack rolls; any saving throws necessitated by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over a protected creature is blocked by this spell. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents direct bodily contact by creatures from the Prime Material Plane. This causes the natural (body) weapon attacks of such beings to fail and the beings to recoil, if such attacks require touching the protected being. Animals or monsters summoned from the Prime Material Plane are likewise hedged out.

This third protection ends if the protected individuals make a melee attack against a blocked being or the recipient tries to force the barrier against the blocked being. The penalty applied to attacks from Prime-Material beings presented as the first spell effect remains active in any event, however.

To complete this spell, the priest must trace a 10-foot-diameter circle on the floor (or ground) with the powdered bone of a Prime-Material creature.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Protection From Scorpions

A variation of the spell protection from serpents, similar in all respects except for the creature affected.

Protection From Serpents — Shaman (Abjuration)

Sphere: Animal

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special (24 hr. maximum)

Area of Effect: Creature touched

Saving Throw: None



This spell protects the subject from normal serpents. Nonmagical and unintelligent snakes simply ignore the creature's presence. Giant, magical, or intelligent snakes, and snakelike beings such as nagas, can still attack, but at a -2 penalty. The protected creature has a +1 saving throw bonus against injected poisons for the spell's duration.

The material component is ash from a fire in which a snake has been cremated. Relatively large amounts of the ash are required, because, as the spell is cast, the shaman smears the ash over the



creature's body. The spell ends if the ash is washed off, or after 24 hours in any case. If the ash is removed from a part of the subject, the exposed portion is again vulnerable to snake bites.

Notes: Common for shamans and other primitive priests.

Alternative versions of this spell also exist, used by shamans in regions where snakes are not the most threatening of venomous creatures. For example, among desert shamans, a *protection from scorpions* spell is used, smearing scorpions' ashes over the subject to grant protection against the creatures.

Protection From Shapechangers, 10' Radius

See protection from lycanthropes, 10' radius.

Protection From Silver

(Abjuration)

Sphere: Protection

Level: 1

Range: Touch

Components: S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None



Most fiends are especially vulnerable to silver weapons. *Protection from silver* does away with that vulnerability for the duration of the spell. If a protected creature is attacked with a silver weapon, the weapon is treated as if it were just a normal blade (or mace, or whatever it is).

The material component is the priest's holy (or unholy) symbol.

Notes: Very rare planar spell, unlikely to be learned except through visiting the Outer Planes.

Protection From Specific Elementals, 10' Radius

See protection from elementals, 10' radius.

Protection From Specific Lycanthropes, 10' Radius

See protection from lycanthropes, 10' radius.

Protection From Specific Undead, 5' Radius

See protection from undead, 5' radius.

Protection From Spirits

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: 5-ft. radius

Saving Throw: Special



When cast, this spell creates an invisible barrier around the recipient, preventing most spirits from entering the area of the circle. Lesser spirits cannot enter this circle, although they can still fire missiles and magical Veils into the area. Lesser spirits have a -2 on their chance to hit and the characters gain a +2 on saving throws from such magical attacks. Greater spirits can enter the area if they make a successful saving throw vs. death. Only one save is allowed per spirit and an unsuccessful save indicates the greater spirit cannot break the barrier. Greater spirits suffer a -1 on all attack rolls and characters inside the area of effect gain a +1 on all saving throws from their magical attacks. Greater spirits that penetrate the circle also suffer a -1 on all saving throws.

The material component is a ginkgo wand with paper prayer strips attached.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Protection From Traps, 5' Radius

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 5-ft. radius around creature touched

Saving Throw: None

The spell creates a globe of protection that prevents traps (and alarms) from being triggered by those within the area. The sphere is centered on and mobile with the creature touched. The traps within the sphere do not function, but neither are they revealed. The sphere only prevents activation of the trap's trigger. It provides no protection against traps triggered by an unprotected creature, nor does it provide protection against a trap without a trigger, such as an open pit. The degree of protection depends on the caster's level.

At 7th level, the sphere protects against mechanical traps and alarms.

At 9th level, the protection is extended to magical traps and alarms created by those of the caster's own level or less.

At 12th level, the protection is extended to magical traps and alarms created by those up to 4 levels higher than the priest.

The material component is the priest's holy symbol.

Notes: Rare spell for clerics.

Protection From Undead, 5' Radius

(Abjuration, Necromancy)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 5-ft. radius around creature touched

Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection, that protects all within from the direct attacks of one type of undead creature. It does not protect against the creature's magical spells or other attack forms. The sphere is centered on and mobile with the creature touched. The globe keeps out 35 Hit Dice of undead creatures (round up hit point bonuses of +4 or more). If more undead creatures attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

At 7th level, one type of undead creature with less than 4 Hit Dice is hedged out (ghosts or lesser creatures).

At 9th level, one type of undead creature with less than 8 Hit Dice is hedged out (spectres or lesser creatures).

At 12th level, all attacking undead are hedged out, regardless of type, up to the limit, including "special" undead and those that cannot be turned at all.

The material component is dust from a destroyed undead creature of the type to be hedged out (at least vampire dust if all are hedged out) scattered in a circle around the protected creature during the casting of the spell.

Notes: Rare spell for clerics.

Protection From Water Elementals

See protection from elementals, 10' radius.

Protection From Weather

(Abjuration)

Reversible

Sphere: Elemental Air, Elemental Water

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: Neg.



When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient, who completely ignores natural (not magical) weather effects. Driving rain, wind, or driven sand do not impede progress. Incredible heat does not affect water intake or dehydration. Natural lightning cannot affect him.

Normal light and darkness are not considered weather effects for this spell. The after effects of weather—flood waters, muddy ground, or drifted sand, for instance—impede progress normally.

The recipient receives a saving throw bonus of +6 to magically created weather effects such as lightning bolt, wind wall, cone of cold, chain lightning, incendiary cloud, call lightning, and sunray, and a normal saving throw against magical weather spells that are normally listed as having none, such as wall of fog, fog cloud, gust of wind, ice storm, solid fog, death fog, control temperature, 10' radius, control weather, weather summoning, and control winds. The recipient can save vs. spells against a dust devil, success indicating it cannot attack him. As a side effect, spells such as whispering wind and wind walk cannot be cast or received by the recipient of this spell.

The reverse of this spell, intensify weather, subjects a creature to effects more severe than the actual weather would inflict. Driving wind or rain drastically slows the creature. Natural lightning inflicts double damage. A creature in the heat requires double the normal ration of water to avoid dehydration. The creature loses any possible save against magical weather spells, and those causing damage add one hit point per die inflicted. The creature gets a save to avoid the effects of this spell.

The material components for this spell are a small paper umbrella (or, for its reverse, a minute lightning rod).

Notes: Uncommon for priests from the DARK SUN setting.

Protection From Winds

(Abjuration)

Sphere: Elemental Air, Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Creature touched

Saving Throw: None



The effect of a protection from winds spell differs according to whether the caster or another creature is the recipient of the spell. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to damage and ill effect inflicted by natural winds (no matter how strong), gust of wind spells, and similar threats, including the effects of the maddening winds of Pandemonium. The invulnerability lasts until the spell has absorbed 12 points of wind damage per level of the caster or one turn per caster level, whichever comes first.

If the spell is cast upon another creature, it reduces damage sustained by wind attacks by 50% and confers a saving throw bonus of +4 to the die roll against such attacks, as well as full protection against Pandemonium's winds.

The material component is the priest's holy symbol.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Psionic Barrier

(Evocation)

Sphere: Guardian

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 30-ft. diameter sphere

Saving Throw: None

This spell creates a stationary, spherical barrier that is totally opaque to psionic activity. No psionic energy can pass the barrier in either direction. (This does not prohibit activity inside the sphere.) The sphere is invisible to all but psionic creatures actively searching for it. To them it appears as a shimmering area akin to heat waves on a hot summer day. The barrier can be dismissed at will by the caster.

This spell is often cast prior to major ceremonies to prohibit unwanted psionic intrusion. When cast with the aid of a *combine* spell, the area of effect is extended by 5 feet for every additional priest in the circle.

The material components of the spell are holy water sprinkled around the area to be protected, the priest's holy symbol, and a specially blessed weapon associated with the caster's faith.

Notes: Very rare spell. (Updated from *POLYHEDRON* Magazine.)

Psychic Immolation

(Conjuration/Summoning)

Sphere: Elemental Fire

Level: 3

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell summons a small creature from the Elemental Plane of Fire that devours mental energy. This being can be hurled as a missile at a psionic opponent. If a hit is scored (at a +1 bonus to hit) the psionic creature is immediately engulfed in emerald flames. A nonpsionic creature is not affected. A psionic creature loses 10 psionic points and 1 point of fire damage per round for the duration of the spell. A successful saving throw vs. spell means the psionic creature has sated the summoned creature in a single round.

The elemental creature can be struck by magical weapons of +1 or better enchantment (AC 4) and dispersed by a total of 18 points of damage.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Psychic Impressions — Savant

(Divination)

Sphere: Divination

Level: 4

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Object touched

Saving Throw: None

A savant who handles an object while using this spell may to glimpse important happenings that befell its previous possessors. Thus, a savant

examining a sword next to a skeleton might receive a vision of the fighter in his former life, and possibly what killed him.

The savant receives information about the owner's race, class or profession, alignment, and possibly his fate. These can be determined with 90% accuracy; failure results in no reading. The owner's fate is not revealed past the moment he lost possession of the item or died in its immediate vicinity; for example, if the previous owner dropped her hat while being kidnapped, the savant learns nothing about the owner's current location.

The caster has a 5% chance per level of determining a command word associated with a magical object, to a maximum of 90%. If the item is an artifact or relic, the DM decides what information, if any, is learned. If the object has a particularly tragic or legendary history, the caster is 30% likely to experience a vision of the item's past.

The spell is 5% per level likely to reveal any psionic potential in a device, including powers and any stored PSPs.

Notes: Restricted to savant-clerics, common.

Puffball

(Alteration)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 mushroom, and so on

Saving Throw: Special

A druid who casts *puffball* on a normal mushroom, truffle, or toadstool (up to 6 inches in diameter) transforms the fungus into a magical puffball, which can be dropped or thrown. The DM decides what type of roll, if any, is required to hit the target, and misses use the grenade-like missile table in the *DMG* to determine the point of impact.

The puffball bursts upon landing, releasing a cloud of spores 10 feet in diameter. Those caught in the spore cloud must make a successful saving throw vs. poison or suffer an attack of coughing and choking. They can make no attacks and lose all Dexterity bonuses to Armor Class and saving throws. The cloud dissipates in 1d3+1 rounds; residual effects still afflict creatures one round after they escape the cloud or it fades.

The spell's effects do not affect undead or similar nonbreathing creatures. If the missile is not thrown (or dropped) by the time its duration expires, the enchantment is lost.

The caster sprinkles the material component, a pinch of ground puffball, over the fungus to be enchanted.

Notes: Uncommon for druids.

Purify Food & Drink

(Alteration)

Reversible

Sphere: All

Level: 1

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 cu. ft./level, 10-ft.-square area

Saving Throw: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to one cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magical poisons.

The reverse of the spell is *putrefy food and drink*. This spoils even holy water. It likewise has no effect upon creatures or potions.

Notes: Common for clerics (*PHB*).

Purify Self

(Alteration)

Sphere: All

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell causes all grime, dirt, and stains to be removed from the caster and his vestments. It enables priests to present themselves in immaculate condition. All clothing worn by the caster is restored to its original intended color and it even retains any holy marks or adornments added after its creation. Wounds in the body of the caster are cleansed and infections are purified. One point of damage is healed if no curative spells have been previously applied to a wound, and all normal wounds are considered bound after this spell is cast.

Priesthoods for which the effects of this spell are inappropriate, such as those of the various deities of corruption, disease, and of the earth, employ variants of this spell and material components more appropriate for their faiths.

The material component is a piece of soap.

Notes: Uncommon spell from the FORGOTTEN REALMS setting.

Purify Water — Druid

(Alteration)

Reversible

Sphere: Elemental Water

Level: 1

Range: 40 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per level of the druid casting the spell can be thus purified. All affected water must be within a 10-foot cubic volume.

The reverse of the spell, *contaminate water*, works in exactly the same manner, and even holy/unholy water can be spoiled by its effects.

Notes: Uncommon for druids; otherwise, unknown (1st Ed. *PHB*). Most other priests have *purify food & drink*.

Putrefy Food & Drink

Reversed form, purify food & drink.

Pyrotechnics

(Alteration)

Sphere: Elemental Fire

Level: 3

Range: 160 yds.

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 10 or 100 times a single fire source

Saving Throw: Special

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial *fireworks* that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area that

also have an unobstructed line of sight to the effect, for $1d4+1$ rounds unless the creatures roll successful saving throws vs. spell. The fireworks fill a volume ten times greater than the original fire source.

Second, it can cause a thick, writhing stream of *smoke* to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond two feet. The smoke fills a volume 100 times that of the fire source.

The spell uses one fire source within the area of effect, which is immediately extinguished. An extremely large fire can be used as the source, and it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers $1d4$ points of damage, plus 1 point of damage per caster level. This spell does not function under water.

Notes: Common for druids (*PHB*).

Quench Fire

Reversed form, produce fire.

Quench The Spirit

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 9

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is a priest version of the 7th-level wizard spell *finger of death*. It snuffs out the victim's life force. The casting priest utters the spell's incantation, points the finger bone at the victim, and snaps it. The creature is allowed a saving throw vs. death magic. If the saving throw is successful, the creature does not die, but takes $2d8+1$ points of damage. A creature killed by this damage can be revived normally. A creature failing the saving throw dies immediately and can be neither *raised* nor *resurrected*.

The spell initiates changes in humans who fail their saving throws, such that after three days the caster can, by means of a special ceremony, animate

their corpses as ju-ju zombies under his or her control. This zombie-creation ceremony requires the priest's holy symbol and six vials of unholy water. These mystic changes can be reversed before animation by a *limited wish* or a similar spell

cast directly upon such a body, preventing the ceremony from working on that victim. A full *wish* restores the subject to life.

The material component is a fleshless human finger bone.

Notes: Granted by the evil god Myrkul in the FORGOTTEN REALMS setting.

Quest

(Enchantment/Charm)

Sphere: All

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Until fulfilled

Area of Effect: 1 creature

Saving Throw: Neg.

The *quest* spell enables the priest to require the affected creature to perform a service and



Quickgrowth

return to the priest with proof that the deed was accomplished. The *quest* can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the *quest* is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. (Certain circumstances temporarily suspend a quest, and others discharge or cancel it; your DM will give you appropriate information as the need to know arises.)

An unwilling subject is allowed a saving throw vs. spell. However, if the individual *quested* agrees to a task, even if the agreement is gained by force or trickery, no saving throw is allowed. If a *quest* is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw, in any case.

A *quest* cannot be dispelled, but can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved *quest* grants bonuses to its saving throws, or might even automatically fail.

The material component is the priest's holy symbol.

Notes: Common for clerics (PHB).

(Alteration)
Reversible
Sphere: Plant

Level: 6
Range: 1
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 plant or tree
Saving Throw: None



By means of this spell, the shukenja can hasten the growth of any one plant (or plantlike creature), causing it to leaf, blossom, and bear fruit out of season. The spell does not alter the size or characteristics of the plant except as a function of normal growth. The rate of growth can be altered by up to one month for every two levels of the caster. Once cast, the plant continues to follow this cycle, regardless of weather or other conditions. Thus, cherry trees can be made to blossom in the dead of winter, plums can bear fruit months before they are normally ready, and so on. When first cast, the plant instantly goes through the various stages of growth until the desired point is reached. Thus leaves sprout, buds appear, blossoms open, and fruit ripens before the eyes of all onlookers. Once the desired stage of growth is reached, the plant proceeds with normal growth thereafter, maintaining its new seasonal cycle.

The reverse of this spell, *wither*, causes plants and plantlike creatures to shrivel and die. For normal plants, this is automatic. However, plantlike creatures are allowed a saving throw vs. death to avoid the effect of the spell.

The focus for the both forms is the shukenja's staff, which is not harmed.

Notes: Common for oriental priests; otherwise, very rare.



Rage

(Alteration)

Sphere: Combat

Level: 5

Range: Touch

Components: V

Casting Time: 8

Duration: 1 turn +1 rd./level

Area of Effect: Creature touched

Saving Throw: None

Casting this spell invokes a battle fervor that temporarily raises Strength, combat abilities, and hit points. The affected individual's Strength is raised to 18, regardless of racial maximums, and to 19 if the individual already has a Strength of 18. The affected creature gains an additional attack per round and also 10 hit points immediately; if these hit points would exceed the creature's normal hit point maximum, the excess disappears when the spell expires. Further, the creature gains a +1 bonus to initiative and a +2 bonus to saving throws while the spell is in effect.

Despite the battle fervor, the enraged creature can tell friend from foe with a successful Intelligence check at a -2 penalty. However, enraged creatures are so intent on combat that they cannot cast spells.

After the spell elapses, the formerly enraged creature is exhausted and must rest 1 full turn by lying down and not moving before engaging in combat or other stressful activities again.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Rainbow

An obscure 4th-level druid spell reputed to create a rainbow bridge. Believed to be a less powerful forerunner of the standard 5th-level spell.

Rainbow

(Evocation, Alteration)

Sphere: Sun, Weather

Level: 5

Range: 120 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

To cast this spell, the priest must be in sight of a rainbow of any sort, or have a special component

(see below). The rainbow spell has two applications, and the priest can choose the desired one at the time of casting. These applications are as follows:

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for nonproficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to four times per round. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

Red: Fire dwellers/users and fire elementals

Orange: Creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals

Yellow: Vegetable opponents (including fungus creatures, shambling mounds, treants, and so on)

Green: Aquatic creatures and water elementals

Blue: Aerial creatures, electricity-using creatures, and air elementals

Indigo: Acid-using or poison-using creatures

Violet: Metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) appears.

Bridge: The caster causes the rainbow to form a seven-hued bridge up to three feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can substitute a diamond of not less than 1,000 gp value, specially

prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

Notes: Common for druids (PHB).

Rainshield

(Conjuration)

Sphere: Protection

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 2 turns/level

Area of Effect: 2-ft. radius

Saving Throw: Special

This spell causes an invisible, slightly convex barrier about three feet in diameter to appear five feet above the caster's head. The *rainshield* shelters the caster from rain or other liquids falling from above. It can be freely penetrated by solid objects or magical effects that are not liquid.

With conscious effort, the caster can move the *rainshield* from its position directly overhead to a better angle for stopping wind-blown rain, or even directly in front or to the side to impede a direct liquid-based attack. The limited area the *rainshield* protects may allow splashes to strike the caster even if the major part of an attack is diverted. Others standing near the caster might share the benefits at the DM's discretion, but the essential protection is the caster's, and the *rainshield* cannot be deliberately positioned give more benefit to another.

Notes: Very rare spell (Updated from *DRAGON* Magazine.)

Raise Dead

(Necromancy)

Reversible

Sphere: Necromantic

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 person

Saving Throw: Special

A priest who casts a *raise dead* spell can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can *raise* persons dead only up to a limit of one day for

each experience level of the priest (that is, a 9th-level priest can *raise* a person who has been dead for up to nine days).

The body of the person must be whole; otherwise, missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The *raised* person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Furthermore, the *raised* person is weak and helpless in any event, and needs a minimum of one full day of rest in bed for each day or fraction dead. The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic.

A character's starting Constitution is an absolute limit to the number of times the character can be revived by this means.

The somatic component is a pointed finger.

The reverse of the spell, *slay living*, grants the victim a saving throw vs. death magic. If it is successful, the subject sustains damage equal only to that of a *cause serious wounds* spell—that is, 2d8+1 points of damage. Failure means the creature dies instantly.

Notes: Common for clerics (PHB). Druids employ the *reincarnation* spell, instead.

Raise Water

Reversed form, lower water.

Rally

A 2nd-level spell of the sphere of War. See appendix in Vol. 3.

Random Causality

(Alteration)

Sphere: Chaos

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3 rds. + 1 rd./level

Duration: Special

Area of Effect: 1 weapon

Saving Throw: Neg.

This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and causes damage normally, but the damage is not applied to the creature struck by the weapon. Instead, the person wielding the weapon or one of his companions suffers the damage. If the weapon misses its target on any round, no damage is caused in that round.

Using a die roll, the DM randomly determines who takes the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to highest value of a die, the wielder of the affected weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, he and his six companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

The weapon is affected for 3 rounds, plus 1 additional round per level of the spellcaster. If the wielder of the weapon changes weapons while the spell is in effect, the discarded weapon remains affected.

The material component is a bronze die.

Notes: Common for priests with access to the sphere of Chaos (*ToM*).

Ranike Cloud

(Evocation)

Sphere: Plant

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Cloud, 40 × 20 × 20 ft.

Saving Throw: None



This spell creates a cloud of pungent smoke exactly like that produced when the sap of the ranike tree is burned. This smoke limits visibility as a blizzard or dense fog does, but its main asset is its ability to repel all insects and insectlike creatures, including thri-kreen, that come in contact with it. Once those creatures are engulfed in the cloud, they immediately flee the area in the manner of undead turned by a cleric. Intelligent insects like the thri-kreen may run before they are touched, once they see what's coming.

The cloud moves away from the caster at a speed of 10 feet per round, rolling along the surface of the ground. A moderate breeze can alter the cloud's course, but it won't move back toward its caster. A strong wind breaks it up within four rounds, and stronger winds keep the cloud from forming in the first place. Very thick vegetation disperses the cloud in two rounds, but the only place on Athas that qualifies as such terrain is the halflings' forest. The smoke does not sink as many vapors do (like a *cloudkill* spell); it also cannot

penetrate liquids or be cast underwater—not a great concern on Athas.

The material component is a chunk of wood from the ranike tree.

Notes: Common for priests from the DARK SUN setting.

Rapport

(Alteration)

Sphere: Thought

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel diluted and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and fears, but they cannot share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate channels to multiple individuals; each such linkage requires one casting of the spell. There is no crosstalk between the channels, however.

Notes: Common for priests with major access to the sphere of Thought.

Rapture

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 1 yd./level

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

This spell confers a state of bliss upon its recipient, temporarily raising his or her morale to 20 and

banishing all feelings of pain, nausea, or weariness, though it actually heals and changes nothing except the recipient's state of mind (and thus spell effects based on sudden negative sensory perceptions, such as the incapacitation caused by a *sinking cloud*). As far as any injuries permit, the recipient acts happy, refreshed, rested, high-spirited, and unhurt. While the recipient is enraptured, lures designed to prey upon his or her libido are ignored (such as the song of sirens). Enraptured recipients are not affected by hypnosis or any attempts (magical or psionic) to control or influence their minds (for example, *charm person* spells).

The enraptured state can be a mixed blessing. A being affected by a *rapture* spell must make a successful saving throw vs. paralyzation or be so strongly affected as to be *stunned* for the spell duration. Stunned beings tremble, drop any held items or weapons, and can take no voluntary or deliberate actions until the spell wears off. *Rapture* affects only intelligent mammals. Priests of Sune can cast *rapture* on themselves; they receive a +4 bonus to their saving throws to avoid being stunned.

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting.

Rapture of the Deep

(Alteration)

Sphere: Elemental Water

Level: 6

Range: 60 ft.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 creature

Saving Throw: Special

This spell causes nitrogen bubbles to form inside the bloodstream of the targeted creature. These bubbles slowly travel toward the victim's brain, causing mood shifts, perceptual alterations, and ever-increasing damage to the target as the spell progresses.

The following chart details the specific effects. The creature receives a saving throw at the beginning of each phase. A successful saving throw negates the current effect, but does not end the spell. The recipient need not attempt another saving throw until the spell enters its next phase. Marine creatures receive a bonus of +3 to their saving throws throughout the spell's duration.

A creature failing the saving throw suffers the listed effect for the spell's duration, or until he fails a saving throw against a subsequent effect, in

which case the effect for the current phase replaces the previous effect.

Round Effect

- | | |
|------|---|
| 1-2 | The subject experiences an overwhelming feeling of euphoria and will break off combat if he fails his saving throw. The subject suffers no defensive penalties, but cannot make any aggressive or significant actions (including defensive spellcasting). |
| 3-4 | The subject experiences hallucinations. A failed saving throw indicates that the victim drops anything he's holding and ends any magical effects that require concentration. The afflicted character becomes fascinated with the spellcaster—if that person is visible—and moves toward him with open arms. If the spellcaster is hidden, the recipient stares blankly into space. In either case, the victim loses all defensive bonuses from Dexterity, and all attacks directed against him gain a +4 attack roll bonus. |
| 5-6 | The subject feels euphoria as noted above. In addition, he suffers 1d8 points of damage each round. |
| 7-8 | The subject becomes completely incapacitated by extreme pain and suffers 3d8 points of damage per round. |
| 9-10 | The subject becomes (or remains) incapacitated, suffering intense pain and 4d8 points of damage per round until the spell ends. |

The caster must concentrate on the targeted creature for the duration of the spell and cannot attack or cast any other spells while doing so. The caster can end the spell at any time.

Notes: Uncommon for sea priests; otherwise,

Read Banned Letters

Lost spell. Reputed to allow the safe reading of a cursed scroll. Wouldn't it be nice...

Read Language

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This spell confers the ability to read a language for the duration of the spell. It does not translate magical scripts used to record wizard spell books, nor allow use of wizard spell scrolls. It does not decipher codes, nor does it allow the caster to speak or write the language.

The material component is the priest's holy symbol.

Notes: Very rare spell.

Reanimation

(Necromancy)

Sphere: Necromantic



Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: Special

With this spell the shukenja revives a recently dead character (dead for no more than 24 hours) into a state of half-life, neither dead nor fully alive. The reanimated character must make a successful system shock roll for the spell to have effect, although this does not cause a loss of Constitution. If successful, the reanimated character has 1 hit point. The reanimated character cannot fight or use magical items and has no spells memorized (nor can it regain spells), but it can move and speak. The movement rate is half normal and the speech is slow and slurred. Furthermore, the reanimated character's memory is cloudy and confused and it has trouble remembering even basic details concerning its past life and friends. If left unmatched, the character is prone to wander off randomly with no conception of where it is going or where it has been. The reanimated character can be slain again (and reanimated again if necessary). While in this state, the character has no need of food, sleep or drink. The reanimated character can be returned to normal function through the use of a *raise dead*, *resurrection*, *limited wish*, or *wish* spell.

The material components for this spell are a prayer-inscribed strip of white cloth, the shukenja's holy symbol, and a stick of incense.

Notes: Common for oriental priests; otherwise, very rare.

Reaving Blades

(Evocation, Necromancy)

Sphere: Combat

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 2 rds.

Area of Effect: Special

Saving Throw: None

This spell creates two whirling black blades of force that spin end over end as they fly through the air at MV Fly 18 (B) to strike at whatever targets the caster wills them to—either two separate beings or a single foe. The blades of force vanish at the end of the second round and do no damage to inanimate objects, but each one silently slices twice during a round at undead and living things. The reaving blades strike with the caster's THAC0, but with +6 attack bonus, and deal 2d12 points of damage on a successful strike. *Reaving blades* does no damage to items worn or carried by attacked beings, though fragile items could be harmed if dropped by a struck creature.

The material components of this spell are two raven's feathers and a fragment of or an entire bladed weapon.

Notes: Granted by the evil lesser power Iyachtu Xvim, son of Bane, of the FORGOTTEN REALMS setting.

Recall Spell — Savant

(Alteration)

Sphere: Thought

Level: 6

Range: 0

Components: V, (M)

Casting Time: As spell +1

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell allows the savant to recast any previously cast savant spell of 1st through 5th level. Material components must still be obtained if the desired spell requires them. The casting time is equal to that of the desired spell plus one.

Notes: Restricted to savant-clerics; common.

Recitation

(Abjuration, Invocation/Evocation)

Sphere: Combat**Level:** 4**Range:** 0**Components:** V, S, M**Casting Time:** 7**Duration:** 1 rd./level**Area of Effect:** 60-ft. radius**Saving Throw:** None

By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if they are of the same faith (not just alignment) as the caster. Enemies suffer a -2 penalty to attack rolls and saving throws. After the *recitation*, the priest is free to take further actions during the spell's duration as he sees fit—he need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and -3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

The material spell component is the priest's holy symbol and a copy of whatever text or scroll he holds sacred. Neither are consumed by the spell.

Notes: Uncommon for priests with major access to the sphere of Combat (PO:SM).

Recover Trail — Ranger

(Divination)

Sphere: Plant**Level:** 1**Range:** Special**Components:** V, S**Casting Time:** 4 + Special**Duration:** Special**Area of Effect:** Special**Saving Throw:** None

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has *teleported* or *plane shifted*, for example). The spell

has a success chance of 60% + 2% per level of the caster.

If successful, within an hour after casting the spell, the vegetation in a particular area begins to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster won't notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail.

This spell immediately negates a *pass without trace* spell if cast directly for that purpose, otherwise it stills function normally to allow tracking along the disguised trail.

Any spellcaster with access to both the plant sphere and the tracking proficiency can use this spell.

Notes: Restricted to spellcasters with the Tracking proficiency and access to the Plant sphere.

Reduce Animal*Reversed form, animal growth.***Reed Staff — Halfling**

(Alteration)

Sphere: Plant**Level:** 1**Range:** Touch**Components:** V, M**Casting Time:** 4**Duration:** 3 rds. + 1 rd./level**Area of Effect:** 1 blade of grass**Saving Throw:** None

This spell transforms a normal blade of field grass into a quarterstaff that can then be used as a weapon. Although the quarterstaff possesses no bonuses to attack or damage rolls, it is considered a magical weapon for determining what creatures it can successfully strike.

Only the caster can use the *reed staff*; if another creature attempts to use it, the spell is negated. The caster need not remain in contact with the *reed staff*, however. The priest is free to set down the weapon in order to perform other actions, including fighting with another weapon, casting a spell, and so forth. The spell can be ended prematurely if exposed to a successful *dispel magic* or brought into contact with an *antimagic shell*, dead magic area, or similar effect.

The material components spell are the caster's holy symbol, a splinter of wood, and the blade of grass to be affected.

Notes: Granted by the halfling deities Sheela Peryroyl and Yondalla.

Reflect

(Alteration)

Sphere: Protection, Sun**Level:** 5**Range:** 0**Components:** V, S, M**Casting Time:** 1**Duration:** 1 rd.**Area of Effect:** Special**Saving Throw:** Special

Creatures using infravision or ultravision are struck blind for 1 round if looking at the priest (no saving throw allowed). Other creatures are allowed a saving throw vs. spell to negate this same effect if within 30 yards (if further away, with eyes closed, and so on, they are not subject to the spell effect).

If light conditions are equivalent to full sunlight, the blindness duration is doubled and saving throws against the spell are made with a -2 penalty. A reflecting priest struck by a *lightning bolt*, a *chain lightning* spell, or the equivalent suffers only half damage.

By means of a mystic reference to the Blinding Light, while clutching his holy symbol and a string of crystal prayer beads, the priest causes his body to reflect luminance. A light source at least as bright as a single candle must be present.

Notes: Granted by the Pholtus of the Blinding Light of the GREYHAWK setting.

Reflecting Pool

Originally published at 2nd-level, reflecting pool was officially added as a 4th-level spell.

Reflecting Pool

(Divination)

Sphere: Elemental Water**Level:** 4**Range:** 10 yds.**Components:** V, S, M**Casting Time:** 2 hrs.**Duration:** 1 rd./level**Area of Effect:** Special**Saving Throw:** None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than two feet per level of the caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to those planes of existence that are coexistent with or

border on the Prime Material plane—the Inner planes (including the para-elemental planes, the Demiplane of Shadow, and so on). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the *DMG*, as well as a description of the *crystal ball* item.

The following spells can be cast through a reflecting pool, with a 5% per level chance to operate correctly: *detect magic*, *detect snares and pits*, *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.). At the DM's option, the casting of this spell may be limited to once per day.

Notes: Common for druids (PHB).

Regenerate

(Necromancy)

Reversible**Sphere:** Healing**Level:** 7**Range:** Touch**Components:** V, S, M**Casting Time:** 3 rds.**Duration:** Special**Area of Effect:** Creature touched**Saving Throw:** None

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but one round if the severed member(s) is (are) present and touching the creature, 2d4 turns otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per caster level, the recipient must roll a successful system shock check to survive the spell.

The reverse, *wither*, causes the member or organ touched to shrivel and cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effect to occur.

The material components of this spell are a prayer device and holy water (or unholy water for the reverse).

Notes: Common for clerics (PHB).

Regenerate Critical Wounds

(Necromantic)

Reversible

Sphere: Healing

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell is the same as the 1st-level priest spell *regenerate light wounds*, except for its duration (72 hours per level of the caster) and magnitude. This spell heals 3d4+6 points of damage at a rate of 1 hit point per round. If the recipient is at full hit points when the *regenerate critical wounds* spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reaches maximum hit points or has regenerated the full 3d4+6 hit points.

If the spell recipient is subject to a subsequent curative spell (including another *regenerate wounds* spell), drinks a *potion of healing*, or uses other magical healing powers, the original *regenerate critical wounds* spell ends immediately. If the regenerative power is not fully used within 72 hours per caster level, then it ends without further effect. Healing gained from the spell before it ends is retained.

The *regenerate wounds* spells (and their reversed forms) affect only those creatures affected by *cure light wounds* spells, and the healing (injury) is only as permanent as that provided by a *cure (cause) light wounds* spell.

The reverse of this spell, *degenerate critical wounds*, causes the recipient to suffer 3d4+6 points of damage at the rate of 1 hit point per round. This degeneration begins after the creature regains at least 1 hit point from any cause. The degeneration stops when the spell has run its course or the creature dies.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Regenerate Light Wounds

(Necromantic)

Reversible

Sphere: Healing

Level: 1

Range: Touch

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell is much like the 1st-level clerical spell, *cure light wounds*. However, it allows the creature to regenerate 1 hit point per round for 1d4+1 rounds. If the recipient is at full hit points when the *regenerate light wounds* spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reaches maximum hit points or has regenerated the full 1d4+1 hit points.

If the spell recipient is subject to a subsequent curative spell (including another *regenerate wounds* spell), drinks a *potion of healing*, or uses other magical healing powers, the original *regenerate light wounds* spell ends immediately. If the regenerative power is not fully used within 24 hours per caster level, then it ends without further effect. Healing gained from the spell before it ends is retained.

The *regenerate wounds* spells (and their reversed forms) affect only those creatures affected by *cure light wounds* spells, and the healing (injury) is only as permanent as that provided by a *cure (cause) light wounds* spell.

The reverse of this spell, *degenerate light wounds*, causes the recipient to suffer 1d4+1 points of damage at the rate of 1 hit point per round. This degeneration begins after the creature regains at least 1 hit point from any cause. The degeneration stops when the spell has run its course or the creature dies.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Regenerate Serious Wounds

(Necromantic)

Reversible

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell is the same as the 1st-level priest spell, *regenerate light wounds*, except for its duration (48 hours per level of the caster) and magnitude. This spell heals $2d4+3$ points of damage at a rate of 1 hit point per round. If the recipient is at full hit points when the *regenerate serious wounds* spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time. The spell ends when the individual reaches maximum hit points or has regenerated the full $2d4+3$ hit points.

If the spell recipient is subject to a subsequent curative spell (including another *regenerate wounds* spell), drinks a *potion of healing*, or uses other magical healing powers, the original *regenerate light wounds* spell ends immediately. If the regenerative power is not fully used within 48 hours per caster level, then it ends without further effect. Healing gained from the spell before it ends is retained.

The *regenerate wounds* spells (and their reversed forms) affect only those creatures affected by *cure light wounds* spells, and the healing (injury) is only as permanent as that provided by a *cure(cause) light wounds* spell.

The reverse of this spell, *degenerate serious wounds*, causes the recipient to suffer $2d4+3$ points of damage at the rate of 1 hit point per round. This degeneration begins after the creature regains at least 1 hit point from any cause. The degeneration stops when the spell has run its course or the creature dies.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Regenerative Heal

(Necromantic)

Reversible

Sphere: Healing

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell is the same as the 1st-level priest spell, *regenerate light wounds*, except for its duration (1 week per level of the caster) and magnitude. This spell heals wounds at a rate of 4 hit points per round until the creature is 4 hit points or less from its maximum total. If the recipient is at full hit points when the *regenerative heal* spell is cast, the spell has no immediate effect. Instead, if the individual is later injured (suffers at least 1 point of damage), the regeneration begins at that time.

Unlike less powerful forms of regenerative healing, other magical curing does not cause the spell to end (except by bringing the creature to within 4 points of its maximum). Otherwise, there is no limit on the amount of damage this spell can regenerate within its duration, as long as the creature remains more than 4 hit points from its maximum. If the regenerative power is not fully used within 1 week per caster level, then it ends without further effect. Healing gained from the spell before it ends is retained.

This spell has no effect on disease, blindness, insanity, loss of limb, or disabling spells.

The *regenerate wounds* spells (and their reversed forms) affect only those creatures affected by *cure light wounds* spells, and the healing (injury) is only as permanent as that provided by a *cure(cause) light wounds* spell.

The reverse of this spell, *degenerative harm*, causes the recipient to suffer damage at the rate of 4 hit points per round. This degeneration begins after the creature regains at least 1 hit point from any cause. The degeneration stops when the spell has run its course or the creature is reduced 4 hit points or less. (It can weaken but not slay the subject.) It causes no other harm to the recipient in the form of disease, insanity, and so on.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Reincarnate

(Necromancy)

Sphere: Animal

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Person touched

Saving Throw: none

With this spell, the priest can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. *Reincarnation* does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. A *wish* spell can restore a reincarnated character to the original form and status.

If an unusual creature form is indicated, the DM can (at his option only) use the guidelines for new player character races to allow the character to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated character returns as a creature eligible to be the same class as previously (for example, a human fighter returns as an elf), the reincarnated character has half the previous levels and hit points. A character returning as a new character class has hit points at half the previous total, but must begin again at 1st level. A character returning as a creature unable to have a class has half the hit points and saving throws of the previous incarnation.

Notes: Common for druids (PHB).

REINCARNATION TABLE

d100	Incarnation
01-03	Badger
04-08	Bear, black
09-12	Bear, brown
13-16	Boar, wild
17-19	Centaur
20-23	Dryad
24-28	Eagle
29-31	Elf
32-34	Faun/Satyr
35-36	Fox
37-40	Gnome
41-44	Hawk
45-58	Human
59-61	Lynx
62-64	Owl
65-68	Pixie
69-70	Raccoon
71-75	Stag
76-80	Wolf
81-85	Wolverine
86-00	DM's choice

Reincarnate — Shukenja

(Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Person touched

Saving Throw: None

This spell allows the shukenja to instill the life force of a deceased individual to another form, and as such is used in situations where the body is long dead or the body is severely deteriorated or damaged. Unlike other versions of this spell, there is neither time limit nor body required to complete the spell. The spirit inhabits one of the types of bodies listed on the table.

If the character is reincarnated in a form that is a player character race, a new character is generated. The character has all the memories of his previous life, and is able to communicate with his comrades.

The material components of this spell are the shukenja's holy symbol and some part of the deceased's body, or some article of clothing or item connected with the deceased.

REINCARNATION TABLE**d100 roll Creature type**

01-05	Bakemono
06-10	Bear
11-15	Boar, wild
16-20	Carp
21-25	Drake
26-30	Eagle
31-35	Faun
36-40	Fox
41-45	Goblin Rat
46-50	Hawk
51-55	Hengeyokai
56-60	Hsing-sing
61-65	Human
66-70	Korobokuru
71-75	Ogre
76-80	Ogre mage
81-85	Raccoon dog
86-90	Stag
91-95	Tiger
96-00	Water Buffalo

If the character is reincarnated in a form that is a player character race, a new character is generated. The character has all the memories of his previous life, and is able to communicate with his comrades.

The material components of this spell are the shukenja's holy symbol and some part of the deceased's body, or some article of clothing or item connected with the deceased.

Notes: Common for oriental priests; otherwise, very rare.

Reincarnation Sight — Vedic

(Divination)

Sphere: Divination, Necromantic

Level: 6

Range: Special

Components: V, S, M

Casting Time: 6

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

This spell reveals the presence of a reincarnated character. Using a piece of clothing belonging to the original character, the priest can use this spell to discover the reincarnation of that character's name appearance and approximate location. If found, a reincarnation has only vague memories of his past and is unlikely to recognize any of his compatriots. The spell can cross planar barriers but it cannot penetrate barriers like *conceal lifeforce* or *amulets of life protection*.

A second use of this spell is to reveal to a person all of the memories of one of his reincarnations. The priest needs merely to touch the subject to know all that his past life contained. Using the two uses of this spell in order can reacquire old friends at least in a superficial way. (Note that these spells allow a slain PC to rejoin the campaign with memories intact, and perhaps level and abilities also; see the Vedic reincarnation table on page 490.)

Notes: Common for priests from a Vedic (Indian) setting.

Reinvigorate Nature — Shaman

(Necromancy)

Sphere: Plant

Level: 6

Range: Special

Components: V, S, M

Casting Time: 24 hrs.

Duration: Instantaneous

Area of Effect: 1 sq. mi./1,000 XP

Saving Throw: None



By casting this spell, the shaman revives nature spirits, restores tainted water sources and barren soil to a wholesome and life-supporting state, and removes any magical curses and natural blights upon the land within the area of effect of the spell. Any nature spirits within the area of effect are treated as though they have just been subject to a *revive spirit* spell. On the other hand, any disease spirits in the area of effect must make a successful save vs. death magic or be destroyed. Disease spirits that are not slain must still flee the area, although they may return once the shaman's ritual is complete.

Although the shaman must still have this spell granted by a spirit patron, this spell is too powerful for the spirit to power by itself. In fact, the shaman must sacrifice some of his own life energy to bring the land back to life, and it is this life energy that composes the material component of the spell.

To cast *reinvigorate nature*, the shaman must position himself at the center of the area, and cast *perfect perception* to become familiar with the immediate area and the blight that is effecting the land. Then, just as that spell is about to expire, the shaman launches into a 24-hour-long ritual that comprises the *reinvigorate nature* spell. During this time, the shaman decides how much life force to cede to Nature, and at the end of the period, it is then drained from the shaman and into the land. (In game terms, for every square mile of land the shaman wishes to reinvigorate, the shaman loses 1,000 XPs.) Halfway through the ritual, the char-

Karma Points

Indian society is founded upon the concepts of dharma, karma, and reincarnation. Karma points affect future incarnations of a character from that culture. They are gained or lost depending on how exactly a character fulfills his or her dharma requirements. Each character receives 1 karma point per level, and up to an additional point per session (awarded by the DM for outstanding roleplaying of dharma requirements or cleverly resolving conflicts between class and alignment dharma requirements). A character's dharma is determined by alignment and class. Both sets of tenets must be followed; significant violations of either cost a karma penalty of one point. Dual-class or multi-class characters follow the dharma requirements of all classes.

Class dharma requirements are summarized here for vedic archetypes; the DM should define dharma requirements for nonstandard classes.

Warrior: Warriors must be brave, never allowing fear to dictate their actions. They do not hide from danger or flee while a friend or ally fights on.

Ranger: In addition to warrior dharma, the ranger shows reverence to nature, never killing an animal or plant without reason.

Paladin: In addition to warrior dharma, the paladin never tolerates evil, always helps the weak or poor, and is quick to give alms to beggars.

Wizard: Takes every obvious opportunity to learn about forces that shape the world or magic.

Specialist: In addition to wizard dharma, a specialist has one additional duty devised by the DM and related to his or her field of study.

Priest: A priest is devoted to the worship of the god, never allows an insult to the faith to go unavenged, and tries to recruit followers whenever possible.

Specialty Priest: In addition to priest dharma, a specialty priest has an additional duty devised by the DM.

Druid: The druid acts in ways complementary to nature, never killing an animal or plant without reason.

Rogue: The rogue accrues wealth, not leaving an obvious victim or inviting fortune untouched.

Thief: In addition to rogue dharma, the thief avoids brute strength, relying on cunning, stealth, or trickery.

Bard: A bard passes up no chance to tell others of things seen and tales heard, enlightens, entertains, and pursues knowledge in the form of tales and songs.

Any continuing character transfers Intelligence, Wisdom, and Charisma to the new incarnation. Other abilities are rerolled unless otherwise specified.

The reincarnation appears within a day's time, having only vague memories of the previous life. All karma points are lost and the reincarnated character starts again at 0 points. If *raise dead* or similar is cast on the previous body before the reincarnation is complete, the process is halted, the old character can be revived, and karma is halved (round down). Once the reincarnation is complete, such spells cast on the previous body have no effect.

Slug: Character is removed from play.

Kobold, Goblin,

Orc, Gnom:

Character is reincarnated as this monster type. Transferred scores are adjusted for race. See the *DMG* or *The Complete Book of Humanoids* for further details.

Human:

Character begins at 1st level in the previous class.

Human*:

Character retains original class, but begins 1d4 levels lower than previous incarnation (minimum 1st level).

Human:**

Character retains all ability scores and class, beginning one level lower (minimum 1st).

Human*:**

Character retains all ability scores, but adds 1d4 points to one score (maximum 18). Character retains original class and level.

Nirvana:

Character achieves unity and is removed from play. A new character is generated. This character has a +2 modifier to all saves.

VEDIC REINCARNATION TABLE

Karma Points	2d6 Roll				
	1	3-5	6-8	9-11	12
0	Slug	Kobold	Goblin	Orc	Gnom
3-5	Kobold	Goblin	Orc	Gnom	Human
6-10	Goblin	Orc	Gnom	Human	Human*
11-15	Orc	Gnom	Human	Human*	Human**
16-20	Gnom	Human	Human*	Human**	Human***
20+	Human	Human*	Human**	Human***	Nirvana

acter must make a Shamanic Ritual proficiency check. If the check is successful, the results of the shaman's efforts are visible immediately after the experience point drain has taken place: Grass, or some other appropriate plants begin to grow around the shaman's feet, spreading outward. Full recovery of the land may take weeks or months, but, with the boost granted by the shaman's life energy, the recovery takes place in a speedy fashion. If the character fails the Shamanic Ritual check, no XPs are lost, and the ritual has no effect. After a day's rest, the shaman is free to try again.

A shaman who is interrupted at any time during the ritual must start over. The shaman must wait a day and a night before trying again, just as if the Shamanic Ritual check failed.

Notes: Restricted to shamans, uncommon.

Rejuvenate

(Alteration)

Sphere: Elemental, Plant

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 10-ft. radius/level

Saving Throw: None



This spell functions just as the 5th level wizard spell of the same name.

Clerical text:

This spell grants the ability to support vegetation, to an area of ground. In the case of ground made barren by defiler magic, *rejuvenate* counters the ground's sterility, making it immediately capable of supporting vegetation. The spell can be cast on any ground short of solid rock, including sand, rocky sand or soil, or dust.

In either case, the spell affects the ground in a circle extending away from the caster, so he must stand in the middle of the area he wishes to revitalize. The radius of the circle is 5 feet per level of the caster. Once cast, the soil is enriched and moistened, and a layer of fine grass emerges instantly.

The duration of the spell varies. Once cast, the moist soil and grass are not magical, and are subject to all natural forces upon them. However, they will survive a week in even the worst of conditions. *Rejuvenate* otherwise lasts until another defiler spell destroys the vegetation.

The material component is a seed (of any type) and a drop of water.

Notes: Common for priests from the DARK SUN setting; otherwise, very rare.

Remember

(Divination)

Reversible

Sphere: Divination

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Special



This spell can be used for two purposes. The first allows the shukenja to restore memories lost by amnesia, possession, forget, or other events that might cause a loss of memory. The spell instantly restores all lost memories of the character. The second form of the spell restores limited knowledge to the character of previous lives. This use is more difficult and requires the recipient of the spell to make a successful saving throw vs. death to take effect. If successful, the character gains some limited memories of his previous life as a different person (or possibly even as an animal). The main use of this version is to gain information about events in the distant past. It may reveal reasons for the character's



current fortunes, or information about places and items long since forgotten. This is used most often when the DM has created an adventure where such information is hidden from the characters. Thus, if the player characters discover an incomplete ancient legend describing some great treasure or past event, the remember spell can be used in an attempt to learn more information. The DM must decide if any useful information can be gained from this spell.

The spell requires a metal mirror, which is not destroyed.

The reverse of this spell, *forget past*, causes the victim to lose knowledge of recent events. For every level of the shukenja, one day's worth of memories is lost, starting with the most recent. The victim does not forget spells memorized, however. The victim is allowed a saving throw vs. spell to avoid the effects of this spell. The reverse also requires a metal mirror.

Notes: Common for oriental priests; otherwise, very rare.

Remnis, Flight of

See flight of Remnis.

Remorse

(Abjuration)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

When this spell is cast, the shukenja delivers a stern lecture on the evil ways of the victim, filling the victim with guilt and regret over his actions. The spell can be used only on creatures of low or greater Intelligence, and only if the victim understands the speech of the shukenja. The victim is allowed a saving throw vs. spell to avoid the effect, although creatures subdued in combat receive no saving throw. Should the spell be successful, the creature repents of its evil action. This is either an action just committed or, if no recent action applies, some action committed in the past.

The remorseful creature forswears from committing this action again (with the same consequences as an *oath* spell) and also seeks to expiate its guilt through some appropriate deed or offering. Thus a highwayman struck with *remorse* would forswear such banditry and would seek to return his

ill-gotten gains to the rightful owners. Likewise, an evil monster terrorizing the countryside would put this behavior behind it and might attempt to repair the damage it caused. When making restitution for its actions, the remorseful creature is not required to reveal itself (since this might result in harm to itself), but can do so secretly, concealing its presence and identity from those it has wronged. Should circumstances make restitution impossible, the creature can perform some service for another of appropriate magnitude to the evil deeds it has committed. No restitution can be for the gain or for the advantage of the shukenja or the player characters, but instead must be a service helpful to the general community. The shukenja can suggest appropriate restitution at the time of casting the spell, but the DM decides what is appropriate. An *atonement* spell can cancel the effects of *remorse*.

The material components for this spell are a pearl (which must be given freely to the creature) and the shukenja's holy symbol.

Notes: Common for oriental priests; otherwise, very rare.

Remove Crypt Ward

Reversed form, crypt ward.

Remove Curse

(Abjuration)

Reversible

Sphere: All

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or a curse in the form of some undesired sending or evil presence. The *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses cannot be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.



The reverse of the spell, *bestow curse*, is not permanent. This spell lasts for one turn for every experience level of the casting priest. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it lowers the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do nothing, in the case of creatures not using tools)—roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw vs. spell is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Notes: Common for clerics and druids (PHB).

Remove Fear

(Abjuration)

Reversible

Sphere: Charm

Level: 1

Range: 10 yds.

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 1 creature/4 levels

Saving Throw: Special

The priest casting this spell instills courage in the spell recipient, raising the creature's saving throw rolls against magical fear attacks by +4 for one turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately grants another saving throw, with a +4 bonus to the die roll. For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, and so on).

The reverse of the spell, *cause fear*, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. Of course, *cause fear* can be automatically countered by *remove fear* and vice versa.

Neither spell has any effect on undead of any sort.

Notes: Common for clerics (PHB).

Remove Major Curse

Reversed form, *bestow major curse*.

Remove Minor Curse

Reversed form, *bestow minor curse*.

Remove Paralysis

(Abjuration)

Sphere: Necromantic, Protection

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 to 4 creatures in a 20-ft cube

Saving Throw: None

By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw against the effect that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

Notes: Common for clerics (PHB).

Remove Paralysis — Shukenja

This is the same as the standard version, except that it is reversible. The reverse, *cause paralysis*, is cast if the *shukenja* touches a single creature with a holy symbol. This paralyzes for 1d6 rounds plus one additional round per level of the caster.

Rending

(Alteration)

Sphere: Animal

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 item (see below)

Saving Throw: Special



This spell rends or destroys personal property, including livestock, pets, mounts, clothing, weapons, armor, jewelry, doors, chests, tapestries, and slaves (including mamluks). In short, anything that has been purchased or manufac-

tured can be affected by this spell; it has no effect if cast on a free citizen or wild creature. Thus, a mount can be slain out from under its rider, but the same creature encountered running free in the wilderness is immune to the spell's effects. The caster can affect a single creature or item (one cubic foot per level of the caster) with this spell.

If the target is an object, it is completely shredded as if rended by invisible claws; magical items are allowed a saving throw vs. disintegration with a +4 bonus to resist the spell's effects. If the target is a purchased creature or a slave, the being suffers 3d8 points of damage; creatures of greater than animal Intelligence or more than 4 Hit Dice receive a saving throw vs. death magic to negate the spell.

Notes: Granted by the jungle god Ragarra of the FORGOTTEN REALMS setting.

Renew Deposit — Dwarf

(Alteration, Evocation)

Sphere: Creation

Level: 7

Range: 0

Components: V, S, M

Casting Time: 2 hrs.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell permits a dwarven high priest to renew the normally nonrenewable mineral resources upon which dwarven society depends. With this spell, a depleted mineral or metal ore deposit can slowly grow and renew itself. First, a mineral "seed" must be prepared. The type of seed must be the same as that of the deposit to be renewed (e.g., a gold seed is used to renew a gold vein, a diamond seed is used to restore a diamond mine). The value of the seed ranges from 5,000 gp for a base metal (such as iron) up to 25,000 gp or more for a very rare substance (such as mithral or adamantite).

Next, a circle of dwarven clerics links together using a *combine* spell. The high priest casts *prayer* upon the seed, then casts the *renew deposit* spell with the circle linked again by *combine*. The seed is planted in the depleted vein at the midway point of the spellcasting. The clerics involved in the circle must then rest for 72 hours after the spell is completed, because the spell is so physically and spiritually draining.

Once the spell is cast, the depleted deposit slowly grows new ore until the vein is completely renewed. The vein renews itself at a rate that

depends on the substance growing in the vein, as given in the list.

Type	Renewal Time
Base metal (iron or copper)	5-30 years
Precious metal (silver or gold)	20-80 years
Very rare metal (mithral)	70-100 years
Semiprecious stones	5-20 years
Fancy stones	10-60 years
Gemstones	20-80 years

The substance grows until the deposit is fully renewed, up to the total volume of the original deposit. If the vein is again depleted, the spell can be cast again. If the vein is hastily mined before the deposit is fully renewed, the spell is broken and no additional growth occurs. Furthermore, no additional growth can ever occur, even if the spell is cast again, because the vein has been spiritually polluted by the greed and haste of the foolish miners. Only a special act of forgiveness by a dwarven deity can overcome the spiritual pollution of the area. There is no guarantee that this spell will be fully granted, even if properly performed.

Notes: Very rare spell granted by dwarven deities. (Updated from *DRAGON* Magazine.)

Renewed Ability

(Alteration)

Sphere: Charm

Level: 2

Range: 0

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: Caster

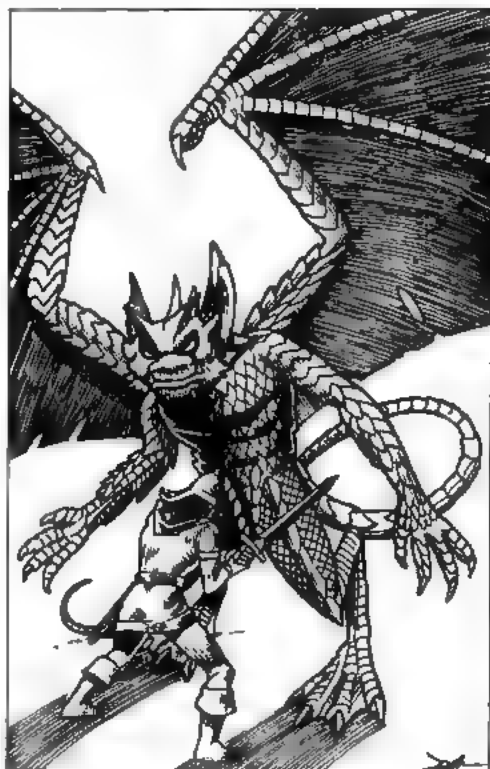
Saving Throw: None



Renewed ability can be cast only by creatures that already possess innate spell-like powers (as do most fiends). When cast, *renewed ability* lets the caster recharge one of his spell-like powers that normally has a limit on how often it can be used in a given time period. A power can be renewed only if it's identical to the effects of any wizard or priest spell of 3rd level or less.

For example, a cornugon priest normally can use its innate *lightning bolt* power three times per day. After casting *renewed ability*, the priest can use *lightning bolt* a fourth time that same day.

Notes: Restricted to priests with innate spell-like abilities. Rare for planar priests and unlikely to be learned except by visiting the Outer Planes.



Renewed Youth — Elf

(Alteration)

Reversible

Sphere: Healing, Time

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell temporarily restores a middle-aged or older recipient to the peak of physical health enjoyed in his or her prime. The spell temporarily reverses penalties to ability scores due to aging, as detailed in the *Player's Handbook*. For example, a 250 year old elf would temporarily receive a +3 bonus to Strength, a +2 bonus to Dexterity, and a +1 bonus to Constitution by this spell, but would not suffer a corresponding penalty to Intelligence or Wisdom. Willing recipients can forego the saving throw. The spell has no effect on dragons, extraplanar creatures, or conjured beings.

While this spell does not ameliorate any damage suffered, it might increase the recipient's tolerance for pain. If a temporary boost in Consti-

tution results in increased hit points (due to a modified hit point adjustment), those hit points are lost first, as with the 2nd-level priest spell *aid*.

The material components are the priest's holy symbol and a freshly cut (or magically preserved) flower.

The reversed form, *weight of years*, temporarily ages the recipient. The priest must touch the target creature. A caster of 5th level can inflict the penalties of middle age if the target creature fails a saving throw vs. spell. A caster of 6th to 13th level can inflict the penalties of old age, and a 14th level or higher caster can inflict the penalties of venerable age. The caster can inflict the penalties of a lesser age if desired. The temporary aging cannot force a creature to die of old age, nor can it relieve the penalties of the creature's current age. It has no effect on dragons, extraplanar creatures, or conjured beings.

The material components are the priest's holy symbol and a crushed, dried flower petals or a shriveled, dried fruit.

Notes: Granted by the elven deity Labelas Enoreth.

Renewed Youth, Resplendence of

See resplendence of renewed youth.

Repair

See repair item.

Repair Injury

(Necromancy)

Sphere: Healing

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Repair injury is intended for use in campaigns featuring the critical hit or critical strike rules. This spell repairs one specific injury or special wound. It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured eye, ear, or a severed tendon. *Repair injury* automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. It has no effect on critical injuries that are instantly fatal. The spell restores 1d10+1 lost hit points in addition to its special healing effect; it can be used to

Repair Item

restore hit points even if no special injury has been sustained.

Beran, a Fighter with 44 hit points, is struck by an ogre's club. The blow inflicts 12 points of damage, and breaks Beran's hip. This injury reduces him to 25% of his normal total, so Beran's current hit points drop from 32 to 11 after the battle ends. In addition, he is not capable of moving or attacking due to the effects of the injury.

When the smoke clears, Talmos the priest comes to Beran's aid. Using repair injury, he knits Beran's broken hip. The spell cures 6 hit points in the process. Beran no longer suffers the movement or attack penalties for a broken hip and has 17 hit points. With time or additional healing, he can regain his normal total of 44.

Repair injury is also helpful in dealing with wounds that fall in the crushed, shattered, or destroyed category. This spell reduces the severity of the injury to the broken level, which means it heals as if it were 20d6 lost hit points. Only one *repair injury* can be used on any given wound, so a character with a shattered knee could still require a lot of time to recover after an application of this spell.

Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. *Repair injury* is the equivalent of *cure serious wounds* for slowing or stopping bleeding.

Notes: Uncommon for clerics, provided the optional system is used (PO:SM).

Repair Item

(Alteration)

Sphere: Creation

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Item touched

Saving Throw: Special

This spell creates and correctly places a replacement part for an item equal in strength, material, dimensions, and sturdiness to what the original was when new. It can be cast only on items or assemblies of items that the caster is able to touch at least some part of, and that require only the addition of a single missing piece (of any size, from a pin-sized hinge to a castle door or portcullis). The caster must understand what is missing or broken and concentrate on the desired wholeness as the spell is cast,

touching what is to be repaired and simultaneously holding next to his skin a clear or translucent gemstone crystal (natural, uncut) of any sort or value. The crystal is consumed as the spell takes effect, even if the *repair* attempt ends in failure. When a repair is attempted, the caster must make two saving throws vs. spell. If both fail, the spell has no effect. If both succeed, a permanent, "good as new" repair is crafted and the caster loses 2d4 hit points—damage that can be regained readily by healing or magical means. If only one saving throw succeeds, there is no hit point loss, but a temporary *repair* comes into being. The item must save vs. crushing blow 1 turn after the spell takes effect, and at the end of each turn thereafter—failure means the "repair" has broken. After 24 hours have passed all temporary repairs automatically break. Missing parts replaced by this spell break, but do not vanish.

Notes: Granted by the god Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting.

Repeat Action

(Enchantment/Charm)

Sphere: Time

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if an individual fired an arrow and inflicted 4 points of damage, a *repeat action* spell causes her to fire a second arrow that also inflicts 4 points of damage. As long as the target of the first arrow is within range, the affected subject adjusts her aim and fires the second arrow at it. If the target of the arrow moves out of range, she fires her second arrow in the target's direction. If the target is out of sight, she fires in the direction of the target's last location. An unwilling subject is allowed a saving throw vs. spell to resist the effects of the dwomeer.

The subject of a *repeat action* spell must be capable of performing the indicated action a second time or the spell fails. An archer with has no arrows can't fire an arrow. A wizard ordered to repeat a spell, would attempt the spell only if he the spell was currently memorized and any material components were present. Also, if the subject

discovered a gem during a given round, *repeat action* only compels another hunt; no gem is found unless one is actually present.

The material components are two identical glass spheres, each an inch or less in diameter.

Notes: Common for priests with major access to the sphere of Time (*ToM*).

Repel Insects

(Abjuration, Alteration)

Sphere: Animal

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than $\frac{1}{2}$ the caster's experience level are also repelled (e.g., 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th-12th level, and so on). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through the magical barrier. The spell does not affect arachnids, myriapods, and similar creatures—it affects only true insects.

The material components include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

Notes: Common for druids (*PHB*).

Repulsion — Drow

(Abjuration)

Sphere: Guardian

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./2 levels

Area of Effect: Creatures in a 10-ft.-wide path, 10 ft./level long

Saving Throw: Neg.

When this spell is cast, the priest can cause all creatures in the area of effect to move directly away

from his or her person. Repulsion occurs at the speed of the creature attempting to move toward the caster. The repelled creature continues to move away for a complete round even if this takes it beyond the area of effect. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The spell is not effective against drow or creatures of chaotic evil alignment—but other creatures are affected: The priest must be able to confront the creatures to be affected—see them and be seen. As the casting ends, flickering black flames seem to emanate from the caster, streaming outward to define the pathway of effect.

The material components are the priest's holy symbol; a miniature sword blade, normal dagger, or knife; and a flame, spark, hot coal or ember.

Notes: Granted by the drow goddess Lolth.

Request

(Abjuration)

Sphere: Summoning

Level: 2

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: 1 spirit

Saving Throw: Neg.



By means of this spell, the shukenja is able to ask for some service or deed from a spirit. The shukenja must know the identity of the spirit before casting the spell and must be in the area the spirit occupies. The request must be within the powers of the spirit. The lesser nature spirit of a stream could be asked to change its course slightly or bring fish within it to a certain area, while the Lord of the Sea could be asked to summon a great storm, return some item from the depths, or ensure the smooth sailing of a vessel.

In all cases, the spirit is allowed a saving throw vs. spell. Success means the spirit need not honor the request. Likewise, if the request is outside the powers of the spirit, the spell fails. The DM can, under special circumstances, rule that the request is automatically followed, especially in cases where refusal would result in great harm to the spirit. The request must be carefully worded, for the spirit follows the literal wording, not the intent, of the statement. Asking for a great storm without specifying where and when won't give the desired results, for example. Furthermore, the

spirit will try to harm to the caster (or place the caster under some obligation), usually by twisting the intent of the request, because the shukenja is bothering the spirit.

Casting this spell is extremely taxing; when finished, the shukenja is mentally and physically drained. All spells currently memorized are forgotten and cannot be regained until the shukenja has had a complete week of rest. During this time, the shukenja can still travel but cannot take part in combat except to use magical items that do not require concentration or physical exertion. Furthermore, the shukenja's hit point total is reduced to 1. Lost hit points can be regained through cure spells (cast by someone else) or magical items.

The material component is an offering of appropriate value to the spirit, anywhere from 5 to 100 ch'ien in value (25 gp to 500 gp). In addition, the offering must have some meaning to the spirit—usually a piece of art or an item of fine craftsmanship. Simple cash is seldom a sufficient offering. The DM decides the nature and value of the offering required.

Notes: Common for oriental priests; otherwise, very rare.

Resist

(Alteration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None



This spell allows the shukenja to harden another against the pains and discomforts of heat, cold, fatigue, and hunger. Upon receiving the spell, the recipient is unaffected by normal heat or cold. One less point of damage per die is taken from magical fires and magical cold (ice, cold rays, and so on). Fatigue is banished as if the character had slept for one hour for every level of the caster, although this does not allow spellcasters to regain spells. The effects of hunger and starvation are delayed until the spell has expired.

The material components of this spell are a piece of rice cake or dumpling, a scrap of cloth, a drop of water, and an owl's feather.

Notes: Common for oriental priests; otherwise, very rare.

Resist Acid and Corrosion

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still damage his gear. More intense acids and corrosives (black dragon breath, *Melf's acid arrow*, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save or one-quarter damage with a successful saving throw.

Notes: Uncommon for clerics (PO:SM).

Resist Fire/Resist Cold

(Alteration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster. The spell grants complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, *flametongue* swords, *fire storms*, *fireballs*, *meteor swarms*, red dragon's breath, *frost brand* swords, *ice storms*, *wands of frost*, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one-half

damage. If the saving throw is successful, the creature sustains only one-quarter damage. The resistance lasts for one round for each experience level of the casting priest.

The material component is a drop of mercury.

Notes: Common for clerics (PHB).

Resist Injury

(Abjuration, Alteration)

Sphere: Protection

Level: 3

Range: 0

Components: M

Casting Time: 1 turn

Duration: 3 rds./level

Area of Effect: The caster

Saving Throw: None



This spell negates the effects of damaging, even fatal wounds for its duration. For example, a dagger can be thrust through the priest's heart, yet he or she can function normally. Two points of damage per level can be negated, as well any extra damage or effects from critical hits (if that option is used). This spell is often used in rituals; its exceptionally long casting time makes it less useful for immediate encounters.

Only the priest's holy symbol is required, as the casting is a matter of mental preparation and emotional state.

Notes: Very rare spell, mostly known by savage priests and barbarian clerics. (Updated from *DRAGON* Magazine.)

Resist Magic — Old Empire

(Abjuration)

Sphere: Guardian

Level: 6

Range: 0

Components: V, S

Casting Time: 9

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell grants the priest 2% magic resistance per level of the priest, to a maximum of 40%, for the spell's duration. This magic resistance functions identically to the magic resistance possessed by certain monsters and bestowed by certain powerful artifacts and relics.

Notes: Granted by the Mulhorandi deity Thoht of the FORGOTTEN REALMS setting.

Resist Turning

(Abjuration)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 30-ft. diameter circle around creature or object touched

Saving Throw: None

While this spell is in effect, all undead within a 30-foot radius of the affected object or creature gain a resistance to being turned (or commanded) by the clerics and paladins of an opposing religion (compared to that of the caster). The spell can be centered on an object or creature, including the caster. The base resistance conferred is 20%, plus 5% for every two levels of experience of the caster (60% at 4th, 65% at 6th, 70% at 8th, up to a maximum of 95% at 18th level).

This resistance roll is made secretly by the DM before each turning attempt is made. A priest can continue attempting to turn or command the resistant undead creatures each round until either the resistance is overcome or the turn roll indicates failure.

Notes: Uncommon for necromancer-priests; otherwise, virtually unknown.

Resist Turning: A priest who encounters this type of resistance instinctively recognizes the general nature of the resistance, but not necessarily its strength. In other words, the priest will realize success is *possible*, but not how likely his or her own success might be.

Resplendence of Renewed Youth

(Alteration, Necromancy)

Sphere: Necromantic, Healing

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 hr.

Duration: 1 year

Area of Effect: 1 creature

Saving Throw: None

This spell allows a creature to tap into its spiritual strength in order to bring its body back to the

peak strength of youth for one year. In a human, this would mean that the affected body would return to the shape it had when the recipient was around 25 years of age. Recipients of this spell lose all the negative aspects of old age, such as lost hit points, levels, or ability score points, and so on, as well as gaining immunity to all diseases for the duration of the spell only.

This spell functions only on those who have shown exceptional wisdom and piety during their lives, and then only if they have an exceptional focus that their current condition prevents them from completing. Casting a *quest* spell is thus mandatory before attempting this spell. Dropping this quest means forfeiting all advantages of the *resplendence* spell.

An individual can benefit from this spell only once in a lifetime. When the spell expires, the recipient's body returns to the state it would have normally for its years. The spell heavily drains the body of the recipient, and so adds an additional 1d10+3 years to the recipient's true age when it expires.

This spell is one of the secrets of the church of Tyr and is used sparingly, only when it needs the help of a great hero in dire circumstances. It is rumored that the church of Sune has many times tried to learn the secret of this spell.

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting.

Rest, Dumathoin's

See Dumathoin's rest.

Restoration

(Necromancy)

Reversible

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S

Casting Time: 3 rds.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one, reversing any previous life energy level drain of the creature by a force or monster. Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and



level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy per experience level of the priest casting it. A *restoration* spell restores the Intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

The reverse, *energy drain*, draws away one life energy level (see such undead as spectre, wight, and vampire, in the *MONSTROUS MANUAL* tome). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster.

Notes: Common for clerics (PHB).

Restore Bloodline

(Alteration)

Reversible

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None



This powerful spell allows the caster to restore a creature's depleted or stolen bloodline, including any blood abilities lost as a result. *Restore bloodline* works on any living scion who has lost all or part of his bloodline through some magical means (such as the blood drain of a spectral scion or similar method). The spell has no effect on victims of bloodtheft who are brought back to life, or characters who give away their bloodlines willingly (by bequeathing them to an heir).

The material components are the priest's holy symbol and a length of red velvet ribbon, which is tied about the recipient's head.

The reverse of this spell, *destroy bloodline*, can be used to blast a scion's bloodline into nonexistence. By touching a creature, the casting priest uses his deity's power to erase the creature's bloodline. The victim is allowed a saving throw vs. death magic; if he fails, his bloodline and all blood abilities vanish permanently. Only a *restore bloodline* or *wish* spell can bring the bloodline back. Use of *destroy bloodline* is frowned upon in most parts of Cerilia; in some areas, it is banned entirely. Most scions feel that the spell wastes a rare resource; they would rather see bloodlines transferred or stolen than destroyed forever.

The material component for the reverse is a small sewing needle made of pure gold.

Notes: Common for priests of Cerilia, the BIRTHRIGHT setting.

Restore Earth

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell, a more powerful version of the *stone shape* spell, allows a dwarven cleric to heal damage to an earthen structure. Once the spell is cast, the structure restores itself toward its original condition gradually over time. The spell remains in effect for as many rounds as the cleric has levels of experience. The spell heals damage to stone, earth, or metal at the rate of one point of structural damage per round. When the spell fades, it leaves behind a permanent repair (unless the structure is damaged again, of course).

If a structure is totally destroyed or demolished, the spell has no effect. The spell cannot restore a

castle wall that has been battered into rubble or an iron gate that has been smashed to pieces.

The material component is a piece of clay with iron filings mixed into it, which is then shaped to resemble the original appearance of the structure to be repaired.

Notes: Very rare spell, granted by dwarven deities. (Updated from *DRAGON* Magazine.)

Restore Rune

(Alteration, Abjuration)

Sphere: Divination, Guardian

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Item or surface touched

Saving Throw: Special

The application of this spell to an item or a particular surface of large constructions (such as a wall) immediately causes the outlines of any normal or magical writings that are or were present on the surface (or all surfaces of an item) to appear. All such markings show up at the end of the round in which the spell was cast as spectral, ghostly markings visible only to the caster. Large, simple writings and symbols can be readily read and understood by the caster. More complicated things (tiny or extensive writings, complicated diagrams, and all magical inscriptions or symbols) must be revealed by proper study.

The spell allows only one such element to be revealed, either a single symbol or a continuous line or series of lines of writing that were made by the same being and at the same time. The caster chooses this one element and all of the other markings vanish as the chosen element becomes visible to all.

If the writing or symbol was magical and could be discharged by touching, passage, or reading, the caster can choose to restore it. The caster must then make three saving throws vs. spell. If the first succeeds, the *restore rune* spell restores the image of the original symbol and tells the caster its precise effects. If the second succeeds, the symbol fades from view again and communicates to the caster its conditions of activation (the caster cannot alter these, he is merely made aware of them). At this point the symbol is powerless. The caster can decide to end the spell at this time, leaving a symbol that can alarm or impress creatures, but has no other effect. If the third saving throw succeeds, the invisible symbol becomes charged. It has the same magical effects as its predecessor (except that the passage,

presence, or actions of the caster of the *restore* spell do not activate it).

The material components are a pinch of powdered gemstone, a piece of chalk, and three twigs or stems from any sort of plant bound together with string, wire, hair, or vines to form a triangle.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Restore Spirit

(Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Special



By means of this spell, the shukenja can return the spirit of another from its aimless wanderings to its proper body. The shukenja lays his hands upon the body, reconnecting the tie between the body and the spirit. A system shock roll is made for the creature and, if successful, the lost spirit instantly returns to its body, restoring the individual to whatever condition he or she was in the moment the spirit became lost. Spirits can become lost in a number of ways, particularly through mishaps when using the *astral* and *dream walk* spells.

The material component is a red robe.

Notes: Common for oriental priests; otherwise, very rare.

Restore Strength

(Necromancy)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores it to its normal strength and stamina. The spell is useful in countering the effects of *chill touch*, *ray of enfeeblement*, *ray of fatigue*, the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses can be alleviated by this spell; an individual who suf-

fers an incapacitating physical injury receives no benefit. Strength or stamina reduced by purely natural causes such as exposure, disease, or exertion is not restored. The subject remains at the restored strength and endurance only until these are drained or otherwise reduced again.

Notes: Uncommon for clerics (PO:SM).

Restore Youth

Reversed form, age creature.

Resurrection

(Necromancy)

Reversible

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the *resurrection* spell. The creature can have been dead up to 10 years per level of the casting priest. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a *resurrection survival check*, is immediately restored to full hit points and can perform strenuous activity.

The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

The material components of the spell are the priest's religious symbol and holy water. The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. *Destruction* requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw vs. death magic with a -4 penalty. If the saving throw is successful, the creature receives 8d6 points of damage instead.

The material components for the reversed spell are the priest's holy symbol and unholy water.

Notes: Common for clerics (PHB).

Resurrection — Shukenja

Generally the same as the standard version, except the resurrected being must be honorable; the spell does not function on those of less than 50 honor. The components are the shukenja's holy symbol, holy water, and burning incense tapers. This form is also reversible, and affects creatures regardless of honor.

Retarget

(Alteration)

Sphere: Combat, Protection

Level: 5

Range: 40 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: 1 spell

Saving Throw: None

Retarget allows the caster to choose any spell cast, during its duration and redirect it to any other creature within spell range. For example, if a mage casts *magic missile* at a cleric who has cast *retarget*, the cleric can choose a different target for the spell—including the mage who initially cast it.

This spell does not convey to its caster any knowledge of the spell that has been cast (which might be important if two spells have a similar appearance when cast). If the caster redirects the chosen spell to a point out of range for the initial caster, the retargeted spell is negated instead, and the *retarget* spell expires. Spells that affect only the original caster cannot be retargeted.

The material components for this spell are the caster's holy symbol and a silver mirror.

Notes: In the FORGOTTEN REALMS setting, known to the Emerald Enclave and granted by Eldath, Gwaeron, Mielikki, and Silvanus.

Return to Earth

(Necromancy)

Sphere: Elemental Earth

Level: 4

Range: 0

Components: V, M

Casting Time: 3

Duration: Special

Area of Effect: 30 ft. radius

Saving Throw: Special



This spell turns the physical bodies of undead creatures within 30 feet of the caster into dust. The affected undead must actually have physical

forms; for example, ghosts and spectres are not subject to this spell. Corpses inhabited by spirits (such as wights) and undead with more than 4 Hit Dice are allowed a saving throw vs. death magic, but zombies, skeletons and similar animated undead with 4 Hit Dice or less are not. The caster can affect 1 Hit Die of undead for each level of experience. Once cast, bits of the undead creatures begin to crumble and fall to the ground, completely destroying them in 3 rounds. As they deteriorate, affected undead creatures suffer a cumulative -1 to attack rolls each round after the spell has taken effect.

The material component is a pinch of dust.

Notes: Uncommon for priests from the DARK SUN setting.

Reveal

(Divination)

Reversible

Sphere: Divination

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 4 rds.

Area of Effect: Creature touched

Saving Throw: None

Reveal allows the caster or another creature to which the ointment spell component is applied to see clearly the location and outline of symbols, glyphs of warding, magically concealed inscriptions, and dweomers existing upon surfaces up to 120 feet away. These are viewed even if not yet activated (including *magic mouth*, *Mordenkainen's faithful hound*, *Leomund's trap*, *Nystul's magic aura*, *hallucinatory terrain*, *wall of force*). No clue as to the precise nature of the magic is given by the spell, but protective circles, symbols, and glyphs all can be scrutinized in detail, and might well be identified by someone familiar with them or recorded for later study. (Spellcraft proficiency checks might be applicable to determine that a marking is a *glyph of warding* and what its identity is, for instance.)

Reveal shows the presence of active or inactive gates or other links between planes, including the presence of an astral silvery cord, but does not reveal astral, ethereal, or invisible creatures or things. Unlike *true seeing*, the auras of creatures are not shown; nor are polymorphed or magically changed things shown for what they truly are (although the dweomer of an illusion, for example, would be seen).

The spell requires an ointment composed of four drops of wine, two drops of water, two drops of giant squid sepia, a pinch of powdered eye-bright (an herb), a large powdered blue sapphire worth at least 1,000 gp, and a powdered carbuncle (a deep-red garnet) worth at least 300 gp. The caster mixes these in a ceramic or stone bowl, speaks the words of the spell while holding his or her holy symbol over the paste, and then applies it to the eyes of the recipient.

The reverse of the spell, *conceal*, masks all the above things from any creature to whom a different ointment is applied for one turn per level of the caster. (This ointment is composed of a pinch of powdered monkshood, six drops of onion juice, a pinch of dust, and seven drops of water, mixed and enspelled as above.) If during this time the affected being employs *true seeing*, *detect magic*, or equivalent magic, these spells appear to work, but the phenomena listed above are simply not seen by the affected creature. Awake, mobile creatures unwilling to have the ointment for either version of the spell applied to their eyes must be touched by the caster twice (two successful attack rolls required). No means short of *dispel magic* or a *limited wish* prevents the ointment from working.

Notes: Granted by Tempus, war god of the FORGOTTEN REALMS setting.

Reveal Forest

Reversed form, hallucinatory forest.

Reveal Stone

Reversed form, maskstone.

Revelation

Quest spell, see appendix in Vol. 3.

Revelation

(Divination)

Sphere: Divination

Level: 5

Range: Line of sight

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

By casting a *revelation* spell, a wizard immediately understands, in unerring detail, the complete meaning of an omen or portent. This spell can be used only when the spellcaster sees the omen, and must be used while the portent is remains visible. The *revelation* spell cannot predict the future,

except as indicated by the portent, nor even identify who sent the omen. The spell only reveals the exact meaning of the omen.

Should a spellcaster use the spell in an attempt to understand an unusual event that is not an omen, the spell fails, although the caster does learn that there is no great importance to the supposed sign.

Notes: Very rare spell, originally from the Arthurian section of *Legends & Lore*.

Revealing Dust

Reversed form, pixie dust.

Revenance — Drow

(Necromancy)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 undead/level

Saving Throw: None

This spell is much like the wizard spell of the same name. The caster affects one touched undead per level, making it immune to an initial attempt to turn, destroy, or command it by a priest, paladin, or other being with power over undead. The spell ends as it prevents that one attempt; later attempts have a normal chance of success (the spell does not protect undead from spells or magical item effects). Protected undead radiate a faint magical aura. Unlike the wizard spell, multiple priest *revenances* can be cast on a single undead; each turning attempt ends only one spell, leaving the others operating.

The material components of the spell are a pinch of dust for each undead creature to be affected.

Notes: Rare spell granted by drow deities in the FORGOTTEN REALMS setting.

Revenance, Hoar's

See Hoar's revenance.

Reverse Bane

Reversed form, bane.

Reverse Fossilization

(Enchantment)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None



This spell causes stone weapons to become equivalent to their bone counterparts, cutting their attack penalty from -2 to -1 (damage is the same). This spell is not as potent as *stoneiron*, but is far more common on Athas. One large weapon or two small weapons can be enchanted by a single casting of this spell; missiles lose their enchantment when used.

The material component is a piece of fossilized bone.

Notes: Uncommon for priests from the DARK SUN setting. (Updated from *DRAGON Magazine*.)

Reverse Time

(Alteration)

Sphere: Time

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1d4 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is similar to the 9th-level wizard spell *time stop*. When reverse time is cast, time stops within a 30-foot diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if he is within the area of effect, unless he is the subject of the spell.

An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1d4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. All effects of these actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

Consider the following example. A party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's wizard. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the priest casts *reverse time* on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds. While everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it unbites the thief (removing that damage from the character), and then inhales its fiery breath (leaving the roasted wizard alive and uncooked). The dragon is then reversed through one more round the round before it encountered the party. The spell then ends and actions resume.

The dragon must now roll for surprise since it is encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast.

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in the casting.

Notes: Common for priests with major access to the sphere of Time (ToM).

Reverse Winds

Athasian Dragon King magic, 8th level; psionic component renders the spell uncastable by priests.

Reversion

Quest spell, see appendix in Vol. 3.

Revitalize Animal — Ranger

(Necromancy)

Sphere: Animal

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 animal

Saving Throw: None

This spell allows the caster to heal an animal by transferring life force (hit points) from himself or herself to the animal. If the animal is touched with one hand, it regains 1d4 hit points (otherwise just

as if it had received a *cure light wounds* spell). Touching the animal with both hands restores 2d4 hit points. In either case, the caster temporarily loses the number of hit points that the animal regains. The caster recovers temporarily lost hit points 1d4 hours later (if 3 hit points were transferred, the ranger recovers 3 hit points in 1d4 hours). The caster's recovery of these hit points has no effect on the restored animal.

While recovering transferred hit points, the caster feels weak and dizzy, making all attack rolls with a -1 penalty. Should the caster die during this period, the recovery process stops immediately and no hit points are recovered.

The animal cannot recover hit points beyond its normal allotment. For instance, an animal that normally has 10 hit points, but has been reduced to 6 hit points due an injury, can't receive more than 4 hit points from this spell. Also, the caster retains at least 1 hit point remaining after using this spell; a caster with 6 hit points won't transfer more than 5 to a damaged animal.

Revitalize animal works on animals (including giant animals) only; it has no effect on humans, demihumans, humanoids, magical creatures, and so on. The spell is not reversible; an injured caster can't receive hit points from an animal.

Notes: Common for rangers; otherwise, very rare.

Revive Spirit — Shaman

(Necromancy)

Sphere: Healing

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spirit

Saving Throw: None



The caster arranges a circle of small fires around the place where the target spirit is (enclosing an area no more than 20 yards across), and, while chanting, burns on them a mixture of rare herbs and mineral. As the casting begins a dark green smoke curls from the fires, enveloping the area in a sweet, olive fog, which dissipates in one round after the spell is completed or the casting aborted.

The effect of the spell is to completely restore the health of any one injured spirit within the circle. All lost hit points are recovered by the spirit.

The spell takes a great toll on the casting shaman, however. The caster takes 1d6 hit points

of damage from the effort. If both a Strength and Constitution check are failed, one point of Constitution is permanently lost.

The mixture of herbs constitutes the material component of the spell. They cost 10 sp if bought in the market, or can be gathered in one day by an individual with the herbalism proficiency.

Notes: Restricted to shamans, uncommon.

Reward

(Conjuration)

Sphere: All

Level: 4

Range: 0

Components: V, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None



The spell allows the shukenja to give an appropriate gift to those who have been exceptionally faithful or have performed some great service for the shukenja's ethical cause. The spell is extremely limited in its use and is successful only when the DM judges the appropriate conditions have been met. If the DM determines that sufficient factors apply, the spell succeeds. The shukenja cannot cast the spell to reward himself. Rewarding player characters should be done only for truly exceptional deeds.

This spell causes a gift from the shukenja's deity to appear—one that is appropriate to the service done and the station and needs of the individual rewarded. The reward must be given to that individual (if kept by the shukenja or stolen by another, it vanishes and the offender suffers the effects of an *ancient curse*). The exact type of reward is decided by the DM. Typical services and rewards are listed.

Those who perform such services with a greedy heart, that is, only looking to the reward they will receive, get that which they deserve—exposure of their greed, humiliation, or misfortune.

The spell must be cast at a temple of the shukenja's religion.

Notes: Common for oriental priests; otherwise, very rare.

Typical Rewards

An artisan creating an exceptional work of art for the shukenja's temple might receive magical tools that increase his proficiency by 1 or more when used.

A peasant who consistently presents offerings of food greater than he can afford might receive a magical rice pot that never goes empty.

A warrior who fights valiantly for the religion's cause might receive a weapon of quality or the one-time use of one shukenja spell.

A lord who supports the ethos and protects its property might receive good fortune in his endeavors or success in some great battle.

Rhondang, Shades of

See shades of Rhondang.

IIII

Athasian Dragon King magic, 9th level; psionic component renders the spell uncastable by priests.

Right of Might — Old Empire

(Alteration, Enchantment/Charm)

Sphere: Charm, Combat

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level (Special)

Area of Effect: The caster

Saving Throw: Special

This spell combines the effects of three spells: *enlarge*, *strength*, and *command*. It enables the spellcaster to become more powerful and commanding.

When cast, *right of might* increases the Strength of the spellcaster by 1d6 points (or tenths of points after 18 Strength is attained if the spellcaster is a martinet or is also a warrior). This spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength.

This spell also causes the spellcaster and any equipment carried to grow by up to 10% per four levels of the caster (round down), increasing this amount in height, weight, and width. Hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size. For example, a priest at 120% of normal size hits with a mace and rolls a 6 for damage. The adjusted damage roll is 8 (that is, $6 \times 1.2 = 7.2$, rounded up). Bonuses due to Strength (except as noted above), class, and magic are not altered.

Finally, this spell enables the priest to *command* another creature with a single word, with identical effects to the 1st-level priest spell *command*. One such *command* can be issued for every three levels of the priest (rounding up) to a maximum of six. Only one *command* can be issued per round; however they can be issued at any time while the *right of might* spell is in effect. It is not necessary to employ all the available *command* effects, but on the utterance of the last available *command*, the *right of might* spell automatically ends, even if the spell duration is not yet finished.

The material component is the priest's holy symbol.

Notes: Granted by the Mulhorandi demigod Gilgeam of the FORGOTTEN REALMS setting.

Righteous Wrath (of the Faithful)

A 5th-level spell of the sphere of War. See appendix in Vol. 3.

Rigid Thinking

(Enchantment/Charm)

Sphere: Law

Level: 3

Range: 60 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

Rigid thinking can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw vs. spell to avoid the effects.

The creature affected by *rigid thinking* is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply cannot decide on another course of action—it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a kobold ignores the arrival of a beholder, and a thief picking a lock pays no heed to the arrival of three guards.

The affected creature does not mechanically repeat the action; it is not an automaton. An archer won't continue to fire his bow at a dragon if he runs out of arrows, but chooses another means of attacking the dragon to the exclusion of all other activities.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect won't attempt to repeat the spell (unless the spell has been memo-

alized more than once). However, the spellcaster attention is devoted to the target of the spell until his goal is met. For example, a caster attacking a creature would continue to direct attacks at that creature; a caster trying to open a door would continue to work on the door until it opens).

The spell expires when the creature accomplishes its goal (for example, a creature is killed or the lock is opened) or when the duration of the spell has ended.

Notes: Common for priests with access to the sphere of Law (*ToM*).

Ring of Hands*

(Abjuration)

Reversible

Sphere: Protection

Level: 1

Range: 0

Components: V, S

Casting Time: 5

Duration: 2d10 rds.

Area of Effect: Special

Saving Throw: None

This is a cooperative magic spell. It requires a minimum of two priests and can accommodate a maximum of ten. Each priest must cast *ring of hands* on the same round. At the end of the casting, the priests involved join hands, thus completing the spell. If any priest breaks the circle, the spell immediately ends. The priests cannot move from their locations but are free to speak. They cannot cast spells requiring a somatic or material component while the ring is formed.

The *ring of hands* forms a protective barrier around the priests and everything within their circle. For each priest, assume a five-foot circumference of the circle; thus, three priests would create a circle of 15-foot circumference. For easy calculation, assume that for each priest, the circle can accommodate four persons.

The barrier functions as a *protection from evil* spell. Attacks by evil creatures suffer a -1 penalty for every priest forming the circle. Saving throws made by the priests or anyone in the circle against attacks from such creatures receive a +1 bonus for every priest in the circle.

Attempted mental control of protected creatures is blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures by those within the ring break the barrier.

The casting priests do not receive Dexterity bonuses to Armor Class while the ring functions.

Furthermore, opponents gain a +2 bonus to attack rolls against the priests. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons. These suffer a -1 penalty to attack rolls since the priests intervene.

The reverse of this spell, *ring of woe*, functions as detailed above except the effect applies to good creatures as would a protection from good spell.

Notes: Uncommon for clerics (*ToM*).

Ring of Woe

Reversed form, ring of hands.

Ripen

(Alteration)

Sphere: Plant

Level: 1

Range: 5 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

Ripen affects either a single mature tree or all smaller plants covering a 10-foot square plot of ground. It causes the affected plants to immediately produce the normal amount of fruit (nuts, seeds, or whatever) they bear at the height of the harvest season. Thus, an apple tree will be laden with ripe apples, a patch of grain will mature, and so on. A given tree or area of ground can do this only once per season, and the spell won't work outside of the plant's normal growing season. Any produce not picked or harvested within 24 hours withers and dies.

The material component is mistletoe.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Ripen Plant

(Alteration)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 turn

Area of Effect: 1 plant

Saving Throw: None

This spell causes a single plant to mature and ripen (to bloom, to produce ready fruit, or simply

to yield seeds, as the caster desires) within the spell's duration. A plant of any size and nature can be affected, and it need not be a variety familiar to the caster. The bloom, seeds, or fruits grow toward the caster (so as to drop into his waiting hand) unless the priest wills them to present themselves to another. If the caster desires, the magic affects only part of a plant, leaving the rest to grow normally. Once the spell expires, the plant affected by it radiates no magic and is entirely normal.

This magic won't work on plants that are being magically controlled by another entity. In such cases, a *ripen plant* spell identifies the control over the plant to the caster and acts as an unbreakable *hold plant* spell of 1 turn in duration.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Rising Rot

(Evocation, Necromancy)

Sphere: Combat, Necromantic

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell generates a glowing brown or green beam of light that stabs out from the caster to unerringly strike a chosen target creature, who must be visible to the caster and within range when spellcasting begins. The beam fades from existence the moment the victim has been struck, and the caster does not need to concentrate on the spell's effects past this point. The beam infects the victim with a mold that sucks moisture and nutrients from living flesh, causing it to shrivel and turn brown. The target must make a saving throw vs. spell. Success means only 1d8 points of damage is inflicted by the mold, but failure means the victim suffers 2d8+2 points of damage. On every round thereafter the victim must make another saving throw vs. spell. The same spell damage (1d8 points or 2d8+2 points) continues until the victim has successfully saved twice. The second successful saving throw ends the spell. *Cure disease* ends this spell instantly, as does any magic that kills molds or prevents damage done by them.

Rising rot has no effect on undead creatures, incorporeal beings, or creatures lacking body tissue (such as elementals). Sages believe that the

Darkbringer's cult has fashioned numerous wands, known as *wands of rotting*, which can cast *rising rot* upon command.

The material component is a handful of mold spores from any source and of any type.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Rites of Istishia*

(Conjuration/Summoning, Divination)

Sphere: Elemental Water

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3 rds.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell must be performed on the shore of a large body of water. Whenever Istishian priests disagree, a decision may be reached by the *rites of Istishia*. Each dissenting priest must first find a third party to argue his or her case to a large body of water. The priests then cast a *combine* spell followed by the *rites of Istishia*. The *rites of Istishia* summons a number of lesser water elementals equal to the number of clerics involved in the dispute to act as judges. At the end of the debate, the priests then step out onto the water's surface. The one who is found to be in favor with Istishia (in other words, whomever the DM feels was argued for more eloquently) is held upon the water's surface by one of the elementals. The others are dragged to the bottom of the body of water by the remaining elementals and then released. The elementals take no other action—they cannot be coerced into attacking or defending the priests or serving them in any other way.

The material components for this spell is the priest's holy symbol and a pinch of ground sea shell for each priest involved in the dispute.

Notes: Granted by Istishia the Water Lord of the FORGOTTEN REALMS setting.

Ritual of Transference*

(Alteration)

Sphere: All

Level: 7

Range: 20 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: 1 item

Saving Throw: Special

This complicated cooperative spell ritual allows its participants to cast spells into a prepared item or being; to transfer charges of magical energy from one item to another; or to infuse an item or being with powers from another magical item, altar, artifact, or other item of great power. The usual use of the *ritual of transference* is to infuse an item with magic. The spell is sometimes employed to empower devout lay worshipers with the means to help in a mission or defend a holy place, but it is only rarely used to imbue priests with spells beyond their capabilities. The only powers that can be transferred into a being are those that are spell-like in nature; the ability of say, a *rod of lordly might* to change into a climbing pole or a magical weapon could not be transferred.

The caster must have touched the destination being or item (or one of its component parts) or at least one of the donor sources of magic at some time in the past, but no contact with them is necessary during casting. A droning chant is begun and must continue unbroken for the entire turn of casting, though the initial caster can cease to chant without ruining the spell if other participants are chanting.

Once a *ritual of transference* is begun, other priests can participate by casting their own *ritual of transference* or a *combine* spell and touching the caster of the original spell with their bare flesh. Once the turn-long casting of a *ritual* is complete, the spell lasts for another turn, and it is during this time that participants can cast spells of their own into the item or being. If a participant casts a spell at the wrong item or being (in other words, not the spell's designated recipient), the spell takes its normal effect, and the mistaken (or hostile) participant's involvement with the ritual is broken. Note that the *ritual* lasts for 1 turn following the initial turn of casting; additional participants do not extend its length by the casting of their own *ritual* spells.

Any number of spells or charges can enter the recipient item or person during the same round without causing harm or affecting each other, but

all spells take their normal casting times. Charge transference is one charge per level of the transferring priest per round. Magical item effects take 1 round each to transfer.

As each spell, set of charges, or magical item effect enters the recipient being or item, a saving throw is made by the recipient being or item. If the recipient is a creature, a saving throw vs. spell is required; each success allows the spell or magical effect to enter the being. A failure dissipates the magic effect instead of transferring it. Spells and effects do not affect a being as if they had been cast at it or used on it, but become magic stored within the recipient under his or her mental control in addition to any memorized spells or natural spell-like powers the being possesses.

If the recipient of the *ritual of transference* is an item, its base saving throw is a 12. Each time that saving throw succeeds, the transferred spell, magical item effect, or set of charges successfully enters the item. Each time the saving throw fails, the magic dissipates and is lost. Spells and effects do not affect an item as if they had been cast at it or used on it, but become magic stored within the recipient item that is used to imbue it with certain powers.

Both creature and item saving throws are cumulatively modified as follows: +2 per priest other than the initial caster that participates in the *ritual*; +1 if the recipient item or being is in or on an altar or other sacred spot or object; -1 for a spell or magical charge transferred into the recipient by a being other than the initial caster; -1 per priest participating who does not serve the same deity as the initial caster; -2 if any hostile magic is cast into the recipient or so as to affect any participating priest during the *ritual of transference*; and -5 per participant who is slain or deliberately wounded during the casting. Since repeated saving throws are made, events that occur during the *ritual's* duration only affect saving throws made after they occur. The *ritual* does not protect its participants in any way.

Beings who have had spells or magical item abilities transferred into them can use these stored magics in one of two ways: They can unleash them by silent act of will as the same spells or abilities they absorbed or they can absorb them as healing energy, transforming a stored magic into a curative effect upon themselves. Only one spell can be unleashed during a round, but any number of curative effects can be performed instantly during a round and can even be combined with a stored spell unleashing or the recipient being's normal actions for a round. Unleashed spells require no casting time, components, or skill at wielding

magic, and their unleashed effects perform as if they were wielded by their original source caster or item. Curative energy gained is 1d4 points of healing for every spell level used up; a partially transformed spell cannot be cast forth, and extra points of healing gained above damage taken by the being are lost and wasted. Stored spells or magical item abilities remain until they are used by the spell recipient.

The material components are two properly consecrated holy symbols: the priest's own and another dedicated to the same deity that is consumed during the casting.

Notes: Rare spell of the FORGOTTEN REALMS setting, recorded by Volo.

Roar of the King

(Evocation)

Sphere: Combat

Level: 4

Range: 0

Components: V, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Cone, 10-ft. diameter × 30-ft. long

Saving Throw: Special



This spell is a priestly version of the 4th-level wizard spell *shout*. When a *roar of the king* spell is cast, the caster acquires tremendous vocal powers similar to those of a male lion. The caster can emit an ear-splitting roar that has a principal effect in a cone shape radiating from his or her mouth to a point 40 feet away. Any creature within the area of effect is deafened for 2d6 rounds and suffers 2d8 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a *roar of the king* spell, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

A *roar of the king* spell cannot penetrate the 2nd-level priest spell *silence*, 15' radius. Unlike the related wizard spell, there is no limit to the number of times this spell can be employed per day.

Finally, a *roar of the king* spell can be heard a mile away, if not farther. No words can be communicated via this spell, but it is an effective way of alerting distant allies.

The material components for this spell are a drop of honey, a piece of cinnamon bark, a small piece of meat, and a small piece of amber worth at least 20 gp.

Notes: Granted by Nobanion, the Lion King, of the FORGOTTEN REALMS setting.

Robe of Healing

Quest spell, see appendix in Vol. 3.

Rock Shield

Reversed form, hurl rock.

Rockburst — Dwarf

(Alteration)

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 cu. ft./level

Saving Throw: Special

This spell allows the caster to cause a boulder or rockpile to suddenly explode, propelling jagged shards in all directions. If the desired spell focus is larger than the volume the priest can affect, only part of it flies about.

Shrapnel endangers all beings within 20 feet of the spell focus. Beings within 10 feet must save vs. spell for half damage. Beings between 10 and 20 feet distant who save successfully are allowed a second saving throw. If both rolls are successful, they avoid all damage (due to luck, dodging, and cover). If only one roll is successful, they take half damage. The presence of cover or armor does not automatically lessen damage due to the unpredictability of ricochets, bounces, and the like.

The shrapnel does a base damage of 1d4+1 points per level of the caster (i.e. 1d4+1 points per cubic foot of rock). In rare cases, the explosion might remove enough rock to cause an avalanche or cave-in, but such results cannot be caused deliberately with this spell.

Notes: Granted by the dwarven god Clangeddin Silverbeard.

Roots of the Assassin

(Conjuration)

Sphere: Summoning, Plant

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn

Area of Effect: 5 sq. yds./level

Saving Throw: None

This dark and evil spell creates long, slimy, black roots of foul look and manner. These plant things grow from any surface the spell was cast on with astonishing speed and attempt to strangle the poor person (or people) who triggered the spell; they wrap themselves around the neck of their victim. These roots attack collectively as a priest of the same level as the caster.

The caster of this spell chooses exactly what condition triggers it. The condition can be of any complexity—for example "Kill only Tallfellow halflings wearing magical black leather armor with a red rose painted on their left shoulders." However, the spell cannot know the name or alignment of a being, nor can it be set off by undead or plantlike creatures. The most common way to use this spell is to cast it at a mandatory passage point of the intended target (for example, the bed of a king).

This spell creates 1d100 tiny roots per square yard, any of which is sufficient to strangle a human-sized opponent. Each of them can project itself up to 5 yards in order to attack. Potential victims thus have to fight several hundred roots originating from several square yards of surface. When

called forth by being activated, the roots make no more noise than a leaf falling from a tree, so only individuals with an exceptional sense of hearing would deny the roots a -4 bonus to surprise rolls.

Entrapped victims can hold their breath a number of rounds equal to one-third of their Constitution score. Beyond that time they must make a Constitution ability check every round with a -2 cumulative penalty or perish. Characters with the Swimming proficiency gain an additional round before they begin making Constitution ability checks. Characters with the Endurance proficiency can hold their breath a number of rounds equal to two-thirds their Constitution score and then make Constitution ability checks with no penalty the first round and accrue only a cumulative -1 penalty per round after the first check.

Victims ensnared by this spell can attempt to sever the roots that strangle them. The mass of roots is AC 6, but only slashing (Type S) weapons have any effect against the roots. If trapped victims use any weapon larger than a dagger, they suffer a -3 penalty to their attack rolls against the roots. Slashing weapons sever five times their damage roll in roots, and area-of-effect damaging spells also destroy that many roots. A total of 1d100 roots and tendrils holds a victim. If all of them are destroyed and a victim succeeds at a Strength ability check, then he or she is able to escape the spell's area of effect.

Characters attacking from outside the initial area of effect do not suffer any penalty when attacking the roots. However, they are also in danger since the roots can turn in response to their attacks and attack these characters as long as they are within a 5-yard range of the initial area of effect.

The material component is a rotting leaf or a rotting piece of wood and the holy symbol of the caster.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Rosemantle

(Alteration, Necromancy)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: 2+1d4 rds.

Area of Effect: 1 living creature

Saving Throw: None

This spell causes the affected being (who can be the caster) to glow with a soft, faint, rosy radi-

ance. Until the spell expires or is dispelled, the spell recipient moves and functions with the same freedom a *ring of free action* grants and is temporarily released from any negative modifiers or activity restrictions due to naturally or magically induced pain, nausea, fear, or venom effects. (The effects of venom are suspended by the spell, but not negated or lessened in any way.)

Notes: Granted by Lathander, Morninglord, of the FORGOTTEN REALMS setting.

Rosetouch

(Alteration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Object touched

Saving Throw: None

This spell causes the caster's hands to glow with a bright rose-red radiance. At any time after the spell is cast until the priest casts another spell, loses consciousness, goes to sleep, or dies, the caster can choose to mend any one item. The item cannot be larger in volume than the caster's body.

The item is touched by the caster, who must deliberately choose to affect it. The object may have been once living or even be presently living. When used on a living being, *rosetouch* closes gaping wounds—even over a foreign object—and closes off veins and arteries to prevent further blood loss, but cannot restore lost hit points, life force, or functioning organs, nor knit together severed limbs.

As the item is mended, the rosy glow pulses brightly, surrounds the item, and then fades. At the end of the round in which the *rosetouch* is bestowed, the item is whole.

This spell is often used to mend broken weapons or tools. Although it cannot restore the dweomer of a broken or expended magical weapon, its physical repair work is permanent and cannot be dispelled. A weapon that has been *rosetouched* gains no attack or damage bonuses, but is a magical weapon for purposes of what it can be hit for 1 round per level of the caster.

Notes: Granted by Lathander, Morninglord, of the FORGOTTEN REALMS setting.

Rosewater

(Alteration)

Sphere: Healing

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: A body of liquid no larger in volume than the caster's head

Saving Throw: None

This spell affects an existing body of liquid no greater in total volume than the caster's head (if employed against larger amounts, the spell fails and is wasted, without effect). A *rosewater* spell transforms the liquid into a rose-colored, translucent substance that serves as a healing and refreshing drink, but only for members of Lathander's clergy or laity and his dedicated worshippers (as adjudicated by the DM). The drinker regains 1d2 lost Strength points and 1d4 lost hit points by quaffing the entire output of a single *rosewater* spell. It also banishes weariness for 1d4 days, making the imbiber as alert and refreshed as if he had just awakened from a good long sleep. (This does not substitute for a spell-caster's need to sleep before memorizing spells.)

If consumed by those of other good and neutral alignments and faiths, *rosewater* acts simply as pure water. To any evil creature, it still tastes good, but is a corrosive drink that inflicts 1 point of damage from a single drop, 1d6+1 points from a swig, and 3d4 points of damage if the entire amount is quaffed. It is not a "poison" and cannot be negated by *neutralize poison* or similar spells.

The material components of this spell are two rose petals and the priest's holy symbol (only the rose petals are consumed in the casting).

Notes: Granted by Lathander, Morninglord, of the FORGOTTEN REALMS setting.

Royalberry

(Alteration, Evocation)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day + 1 day/level

Area of Effect: 2d4 fresh berries

Saving Throw: None

When cast upon a handful of freshly picked berries, this spell makes 2d4 of them magical. The

caster (as well as any other caster of the same faith and 9th or higher level) can immediately discern which berries are affected. A *detect magic* discovers this also.

Royalberries (the enspelled berries) enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten. They also cure 2 points of physical damage from wounds or other similar causes, subject to a maximum of 16 points of such curing in any 24-hour period. Finally, any poison that exists in the consumer when a royalberry is consumed is *slowed* (as the 2nd-level priest spell *slow poison*). Eating three or more royalberries at a time will *neutralize* a poison (as the 4th-level priest spell *neutralize poison*). Consuming six royalberries (total) at a time additionally acts as a *cure disease* spell.

Unlike the more commonly known *goodberry* spell, there is no reverse of this spell.

The material component is the caster's holy symbol, passed over the freshly picked, edible berries to be enspelled.

Notes: Granted by the elven goddess Sheela Peryroyl.

Ruby Axe — Gnome

(Alteration)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Duration: 5 rds, 1 rd./level

Casting Time: 6

Area of Effect: Hand axe or battle axe touched

Saving Throw: None

Ruby axe causes the caster's axe to glow with a faint red glow along its cutting edge. The axe temporarily becomes magical (if it was not already) and gains a +1 bonus to attack and damage rolls. The attack and damage bonus increases by +1 at 8th, and the damage bonus increases by +1 again at 12th level, to a maximum of +2 to attack rolls and +3 to damage rolls. These bonuses are cumulative with any magical bonuses the axe may already have. The caster must wield the axe; if it is given to another to wield, all bonuses the spell grants do not apply, though the spell does not end. When the spell expires, the axe reverts to its normal state.

The material component is the priest's holy symbol.

Notes: Granted by the gnome god Callarduran Smoothhands.

Rune Chant — Dwarf

(Abjuration, Evocation)

Sphere: Special

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

This spell is sometimes granted to High Old ones, clan leaders, or great dwarven heroes in times of need, by manifestation of a dwarven deity. It is not otherwise usable by dwarves.

It causes a *rune of power* (see that spell) to form anywhere in range, in midair, without the caster inscribing it. The *rune of power* takes immediate effect on a target or area selected by the caster. A successful saving throw vs. spell by a target creature causes the *rune of power* to affect an area adjacent to the one intended (perhaps endangering another friendly or hostile creature that does not receive a saving throw).

Notes: A very rare manifestation of dwarven deities in the FORGOTTEN REALMS setting.

Rune of Impregnable Defense* — Dwarf

(Alteration, Evocation)

Sphere: Wards

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 12 turns

Duration: 1 mo.

Area of Effect: Special

Saving Throw: Special

This spell is used to strengthen the fortifications of a dwarven stronghold by increasing the resistance of a castle wall, gate, portcullis, drawbridge, or other defensive structure against physical or magical attack. The spell is cast by a circle of dwarven clerics linked by a *combine* spell. Next, a large rune is inscribed on the surface of the structure to be protected in the last turn of the spellcasting. The rune is created to protect a surface of up to 2,500 square feet in area (such as a 50-foot by 50-foot section of castle wall). The rune is invisible after the spell is cast, but can be revealed by a *detect magic* spell.

The protection provided by the rune is not permanent; it expires after one month, and the

rune fades away if the spell is not renewed. To renew the rune's power, a dwarven cleric of at least 7th-level experience must cast a *glyph of warding* spell upon the rune before it fades; the rune is thus renewed and remains in effect for another month. The dwarves must constantly renew the runes protecting a stronghold every month on a regular schedule, or else the runes fade away and become useless.

This powerful rune protects a surface from the attacks of battering rams, siege machines, stones hurled by catapults or giants, ballistae missiles, or other such physical attacks that inflict structural damage. All physical attacks inflict no damage to the surface. A section of castle wall or stone tower protected by this rune cannot be undermined and collapsed by sappers, because the rune maintains the strength and integrity of the structure and its underlying foundation.

This rune also provides protection from many magical attacks. An attack that inflicts structural damage, such as a *lightning bolt*, *disintegrate* spell, or a *horn of blasting* inflicts only half damage if a successful saving throw vs. spell is made. The saving throw made by the structure is that used by a 19th-level or greater cleric. Thus, if an *earthquake* spell strikes a structure protected by this rune, the earthquake's damage is reduced by 50% if a saving throw of 7 or better is rolled. Also, if a saving throw vs. spell is made against a *passwall* spell, the *passwall* does not take effect.

This rune has one additional protective function. If a *prayer* spell is cast upon the rune by a dwarven cleric, any structural damage suffered by the protected structure repairs itself at the rate of two points of damage per round. The repair continues for as long as the *prayer* spell is in effect.

It is possible for the rune to be destroyed or dispelled, of course. If the surface upon which the rune is inscribed is utterly destroyed, the rune is also destroyed, and no repair can take place if a *prayer* spell is cast upon the rune. A section of castle wall reduced to rubble or a drawbridge smashed apart also loses its protective rune. A *dispel magic* spell cast by a high-level spellcaster might possibly dispel the rune. Again, the rune is treated as if cast by a 19th-level or greater cleric.

The material components for this spell are a golden writing stylus with a diamond point (worth at least 5,000 gp), which is used to inscribe the rune, and the holy symbols of all the clerics involved in the *combine* circle.

Notes: Very rare spell granted by dwarven deities. (Updated from *DRAGON* Magazine.)

Rune of Power — Dwarf

(Abjuration, Evocation)

Sphere: Guardian

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent until discharged

Area of Effect: Special

Saving Throw: Special

This special type of magical inscription, more powerful than a *glyph of warding* but less powerful than most *symbols*, was once the heart of ancient dwarven magic, usable by all dwarves (with differing degrees of power and reliability—modern dwarves do not have this power). Adventurers who have explored some of the remotest northern and southern depths and mountain-caverns report that either there are dwarven monasteries (clerical communities) or that a few dwarven clans or bands retain the use of rune magic.

Runes of power as used by dwarven clerics throughout the Realms are described here. They increase in power according to the level of the dwarf casting them. A successful saving throw vs. spell enables a creature violating a rune of power to escape its effects.

The priest casting the rune sets the exemption conditions; that is, the situations or creatures that won't cause the *rune of power* to operate. Otherwise, any being passing, entering, or opening the surface on which the *rune of power* is inscribed suffers its harmful effects. Touching or attacking the *rune of power* itself also activates it.

A *rune of power* can be set to avoid discharging when creatures of certain races, alignments, faiths, and sizes try to pass it. It cannot be set to avoid specific levels, Hit Dice, or classes of creatures, and cannot be combined with other *runes*, *glyphs*, or *symbols*.

Runes of power can be drawn to any size larger than the caster's hand, and their trigger lines can be extended to encompass any size of protected area on a single surface. *Dispel magic* spells can remove *runes of power*.

Most *runes of power* duplicate or resemble the effects of wizard spells. The most widely-known of these killing runes of power are:

•*Althalbrin*: This rune of power melts metal on all metal items that contact or pass it, within 3 rounds of its activation. The metal receives a saving throw vs. magical fire (with a penalty of -3 if not elven chain or magical in nature). Whether the metal melts or not, it grows hot, doing any being in contact with it 1d4 points of damage.

•*Faerindyl*: This rune of power causes a flaming sphere to come into being out of the protected surface. The flaming sphere rolls directly away from the protected surface with a movement of 18. It passes around all immovable objects in its path, bursting only when it contacts a wall or other surface larger than its own 10 foot radius. Creatures within 5 feet of the sphere must save vs. spell or suffer 1d4 points of heat damage. Beings struck by the spell must save or take 2d4 points of fire damage. Objects in contact with the sphere must save vs. magical fire. When the sphere bursts, all creatures within 10 feet must save vs. spell or take 3d6 fire damage. The flaming sphere is quite different in behavior and effects from the wizard spell of the same name. The only known way to stop a flaming sphere is with a *wall of fire* (with which it merges), a *wall of force* (which causes it to burst), or a *dispel magic*. Otherwise, it flows around and through all obstacles, including creatures in its path.

•*Sabras*: This *rune of power* creates a miniature blade barrier effect, across (and in line with) the protected surface on which the rune of power was inscribed. It lasts for only one round, but does 4d6 damage to all creatures within 10 feet of the protected surface (a successful save vs. spells allows a Dexterity check; if successful, the being escapes with no damage; if failed, the creature takes only 2d6 damage).

•*Thundaril*: This forceful *rune of power* acts as a *polymorph other* spell on creatures activating it. Unlike the wizard spell of the same name, Intelligence retention and system shock survival are automatic. Otherwise (equipment, class skills, and the like) the change functions as the wizard spell. The priest casting the rune

sets the form to be changed into; Elminster reports that dwarven priests seem to like populating guarded areas with snails, slugs, and toads.

•*Velurndyn*: This *rune of power* acts as a *reverse gravity* spell, flinging all beings within 20 feet of it (when activated) upward for 30 feet, and then immediately back downward. Creatures unable to fly suffer 3d6 falling damage, plus 3d6 (or less, if the ceiling is lower) impact damage for striking the ceiling, provided the ceiling is within 30 feet of the floor. In some cases, stalactites, piercer monsters, or even artificial spikes have been set into ceilings to augment such a trap.

Some *runes of power* are named by the caster as they are inscribed, and take immediate effect.

The most widely-known of these fast runes are:

•*Bhelaerak*: Acts as the 8th-level wizard spell *glassteel*, affecting 10 pounds of weight per level of the priest.

•*Corsimmyr*: Acts as the 5th-level wizard spell *passwall*.

•*Delthaurin*: Acts as the 2nd-level wizard spell *shatter*.

•*Elmsyr*: Acts as the 2nd-level wizard spell *invisibility*, affecting a single living or nonliving body or object. If an invisible creature launches a successful attack, it immediately becomes visible.

The material component to create any rune of power is the priest's holy symbol, which is used to trace the rune.

The Lost Runes of Power: Legends persist of runes once known to the dwarves that were far more powerful than the existing ones. A single *rune of power* was used to level the ancient city of Dharmaghongh in Murghom, long ago. Elminster warns that although such runes definitely existed, no dwarven clan controls such power now—or recent dwarven history would be far different.

Notes: Very rare dwarven magic of the FORGOTTEN REALMS setting.

A Guide to Dwarven Runes of Power



Alhalbrin



Pæxindyl



Sabras



Thundaril



Velurudyn



Bhelaerak



Corsimmyr



Delhaubrin



Elmsyr



Sacred Guardian

(Enchantment/Charm)

Sphere: Guardian

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: None

By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient can be on a different plane of existence than the priest.

A priest of at least 3rd level also receives a mental image of the endangered creature's situation. At no time, however, does the spell reveal the creature's location.

The material component is a rose petal that has been kissed by the spell recipient.

Notes: Uncommon for priests with access to the Guardian sphere (*ToM*).

Sacred Link

(Alteration, Evocation)

Sphere: Creation

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: 2 objects, identical or nearly so

Saving Throw: None

To bring about a *sacred link*, a priest must hold in his or her hands the two objects to be linked and then cast the spell. The two items must be fashioned of the same material(s) and be roughly the same size. They cannot be living creatures. Ideally, they should be nearly identical (matching swords, scrolls, statuettes, and so on). The *sacred link* spell creates an invisible magical bond between the two items. After the spell is cast, both items radiate a very faint dweomer. What befalls one item also mystically happens to the other simultaneously, even if they are separated by any distance or myriad planes. For instance, if a scroll joined to a duplicate by a *sacred link* is sold to an enemy and the match for it is retained, several days after the sale the retained copy could be burned and the enemy's copy would also be destroyed, regardless of its location or situation. The *link* lasts until one

of the items is destroyed or until a *dispel magic* spell by a caster of at least 15th level is cast upon one of the items, negating the *link*.

By means of this spell, a weapon could be damaged or destroyed by affecting its twin—conversely, an item could be improved by plating with gold, adorning with gems, or careful carving. This spell can be used to *link* identical magical items. Recharging or activating one linked item would then identically affect the other, but there is a 1% cumulative chance per use of the *link* (which is involuntary and not under anyone's control once the spell is cast) that one of the items shatters or explodes (discharging all of its functions or charges) and ends the *link*.

The material components are the caster's holy symbol, and a strand of fine wire, human hair, or spider web.

Notes: Granted by Tempus, war god of the FORGOTTEN REALMS setting.

Sacred Strike

(Necromancy)

Sphere: Combat, Necromantic

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 7 rds. + 1 rd./3 levels above 11th (round down)

Area of Effect: The caster's hand

Saving Throw: Special

This spell creates a whiplike, flexible line of force emanating from any of the caster's hands (once a focal point is chosen, it cannot be changed). This crackling line of purple sparks can be wielded like a whip, striking with the caster's THACO at opponents up to 10 feet away. Though it receives no attack bonuses, is considered a +2 magical weapon when determining what it can hit.

A *sacred strike* whip is always silent. Any living being successfully struck must save vs. spell and make a Constitution ability check. If both succeed, the victim suffers only 1 point of damage, and enough pain to force a -1 penalty on the first attack roll (or ability check roll, if forced prior to an attack) during the next round. (If the victim makes neither during that round, the pain passes without additional effect.)

If the saving throw fails, the victim takes 4d4 points of damage, and the caster gains half the points as healing energy. (If the caster is not wounded at the time, no extra points are added, nor



can they be saved to offset damage that may occur in future rounds.)

If the ability check fails, the victim is wracked with pain for the rest of the round and the entire subsequent round. During this period, the victim attacks at a -2 penalty, his or her Armor Class is reduced by a -1 penalty, and he or she is unable to concentrate enough to cast any spells.

Undead creatures are unaffected the pain effects and take normal damage (4d4 points of damage). Also, 2d4 points of the unlife energy are inflicted on the wielder of the whip (causing most living casters damage).

A *sacred strike* ends when the spell expires, when its caster casts another spell (magical items can be triggered with the caster's free hand without affecting the *sacred strike*), the caster wills it, or the caster falls unconscious.

The material components are two drops of unholy water and one of the caster's hairs.

Notes: Granted by the evil goddess Lovistar of the FORGOTTEN REALMS setting.

Sacrosanct

(Abjuration, Alteration)

Sphere: Wards

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: Sphere, 10 ft./level radius

Saving Throw: None

This spell is commonly used to keep unauthorized persons out of temple vaults and holy areas. It protects an area that is outlined by a radiant glow during the spell's casting, but the glow fades upon the spell's completion. The protected area is spherical, centered on the caster, and has a radius of 10 feet per level of the caster. Once the casting is complete, this designated area intercepts all intruding beings (other than the caster) who are employing magic or psionics that allow them to travel astrally, travel ethereally, or translocate (in other words, *teleport*, *dimension door*, and the like) as they enter the area, prohibiting them from seeing into or introducing anything into the immobile area and redirecting them to a random location elsewhere in Faerûn.

The redirected being always reaches this new destination safely. It cannot be chosen by the caster of the *sacrosanct*, but it is viewed by everyone in the protected area, all of whom also receive a general idea of its distance and direction—as the redirected being reaches it. A clear, detailed, but translucent image of the would-be intruder—or rather, the outward form of that being, which can be a disguise—is also displayed to all beings in the protected area as this occurs.

The material components are a small mirror or reflective item and the eye of an owl or other creature able to see in dim light.

Notes: Rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Sanctified Marker

(Invocation/Evocation)

Sphere: Creation

Level: 4

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: Permanent

Area of Effect: A stone pillar no more than twice the caster's body size in volume

Saving Throw: Special

This spell brings into being a stone pillar, plinth, or obelisk, of any shape and size the caster desires, so long as its maximum volume does not exceed twice that of the caster's body. Although it will be a solid piece of the type of stone used as a material component, its color, apparent type of stone, and apparent age (from new and gleaming to ancient and crumbling) are as visualized by the caster during casting.

A sanctified marker is a solid object and can be climbed. One spell can be cast atop another to create a larger (or longer, if placed horizontally as a bridge) stone "needle." If there is no solid ground present where the spell is cast, the marker will float in midair. (The magic holds it aloft, but it does possess the normal weight of solid stone.)

A sanctified marker can be blank, or it can bear one symbol, or it can bear one symbol and an inscription (whichever the caster desires at the time of casting). The symbol cannot be part of a spell, and the marker will absolutely not accept the later application of any glyph, symbol, or rune magic cast upon it. The symbol can be a directional arrow or even a crude map, and can be a holy symbol (although this becomes simply a design, lacking the magical powers of a priest's consecrated holy symbol).

The marker inscription, if one is desired, must be in a tongue the caster can read, and its maximum length is one word per level of the caster. It may contain words of magical activation, but cannot be a written spell or enchanted writing that unleashes a magical effect when it is read. Once the inscription is chosen and the marker created, it will never accept additions or alterations to its inscription, though additional writings can be added by purely physical means (chiseled or painted, without benefit of magical materials or force).

A sanctified marker can be instructed during casting to explode if any spell or magical item is cast or used on it after its creation. If it does so, the result is a spherical blast with a 40-foot radius that completely destroys the marker, hurls tiny fragments out with terrific force in all directions as they vaporize, leaves nothing but drifting smoke, and deals all creatures within the blast radius 4d4 points of damage (save vs. spell for half damage).

A marker must be solid, without internal cavities or foreign materials embedded or concealed in it, although there are rumors of more powerful variants that allow keys, magical items, and the like to be concealed within a marker.

The material components are three drops of holy water and a lump of any sort of stone the size of the caster's palm.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Sanctify*

(Conjuration/Summoning)

Reversible

Sphere: All

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Cube, 10 yd./priest on a side

Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests.

After casting *sanctify*, the affected area is imbued with the deity's majesty. The area radiates a holy aura for followers of that deity, who gain a +2 bonus to saving throws against *fear*- and *charm*-based powers. Those of the same alignment but of different faith gain a +1 to these saving throws. The effect applies only as long as the creatures remain in the sanctified area.

Creatures intent on harming the priest or his followers suffer a -1 to saving throws vs. fear and charm when on sanctified ground.

Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level and three 6th-level priests would give the spell a duration of 14 rounds (8+2+2+2).

Sanctify is often used in conjunction with *focus* to protect the grounds of a temple or encourage men defending a castle.

The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.

The reverse of this spell, *defile*, functions in an identical manner with respect to saving throws for charm and fear. However, priests standing on defiled ground who attempt to turn undead do so at one level lower than their current level.

The material components for the reverse are the priest's holy symbol and a handful of earth from a grave.

Notes: Common for specialty priests, otherwise uncommon (*ToM*)

BATTLESYSTEM Notes: The sanctified area gives a +2 bonus to morale if of the same faith, and +1 if only of the same alignment. Opponents fighting on sanctified ground have a morale penalty of -1.

Sanctify Crypt — Old Empire

(Abjuration)

Sphere: Wards

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 burial chamber

Saving Throw: Special

This spell is employed by the priestesses of Nephthys to seal a burial chamber for all time. It lasts until a tomb is despoiled, which involves removing or destroying the mummified remains and/or looting those items of value buried with the deceased.

Anyone despoiling a sanctified crypt by performing either of the above actions invokes a powerful curse on themselves and their descendants. The effects of the 5th-level Nephthysan priest spell *major curse* are immediately applied to all tomb robbers present in the area of effect with no saving throw allowed, whether they have actually handled the deceased's remains or valuable grave goods or not. As well, each generation one descendant of each tomb robber suffers the effects of the *major curse* until the tomb is restored to its original state.

A *remove major curse* spell only removes the *major curse* inflicted by this spell from the current recipient. The curse still returns to haunt the next generation unless the tomb is restored. However, a descendant of an original tomb robber may lift the curse upon his or her line by performing a major quest for the church of Nephthys in atonement. (This does not lift the *major curse* from the lines of others involved in despoiling a particular tomb.)

The material component is gold dust equal in value to 1 gp per square foot of the burial chamber to be sanctified. The gold dust is scattered over the floor of the crypt during the casting.

Notes: Granted by the Mulhorandi god Nephthys of the FORGOTTEN REALMS setting.

Sanctify Ghi — Vedic

(Alteration)

Reversible

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 8 hrs.

Duration: Instantaneous

Area of Effect: 2 ounces/level

Saving Throw: None

This augments the holy clarification of butter into a liquid substance called *ghi*. Cow or buffalo milk is be churned, boiled, and *blessed* to make *holy ghi*, which can be used on undead as holy water. When drunk the holy ghi acts as a mild curative healing 1d3 points of damage per ounce.

The reverse of this spell, *desecrate ghi*, is used by evil priests to create a liquid butter version of unholy water that harms paladins. Either of these spells can be used to counter the other.

Notes: Common for priests from a Vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

Sanctify Sacred Site

(Abjuration, Alteration)

Sphere: All, Sun, Plant

Level: 7

Range: Special

Components: V, S, M

Casting Time: From sunrise to sunset

Duration: Permanent

Area of Effect: 1 defiled holy site

Saving Throw: None

This spell was developed in ancient times by druids of the Earthmother on the Moonshae Isles as is a variant of the *sunray* spell. Long forgotten, it was rediscovered through the research efforts of the wizard Flamsterd and the druids of the Moonshaes following the destruction of the Risen Cult of Bane by a small company of Harpers several years after the Time of Troubles. The druids employed this spell to mitigate the destruction inflicted by the cultists' *moonveil* spell, but it has additional powers as well.

A *sanctify sacred site* spell takes nearly a full day to cast; it begins at dawn and ends at sunset. It is cast upon on a site sacred to Chauntea such as a sacred

grove, moonwell, or graveyard of her followers that has been defiled by the forces of evil. The ritual of casting the spell involves chanting, dancing solemnly about the entire site, and the sacrifice of tokens of the goddess's bounty (the material components).

Sanctify sacred site is a form of faith magic that purifies corruption and evil from the land. It must be preceded by the casting of *focus* (a 4th-level priest spell). The base percentage of success is equal to the level of the priest who casts the spell. For every five true worshipers of Chauntea of any race who participate in the ritual as long as they are able (all day, or until death or total exhaustion), whether they be human, elf, korred, or faerie dragon, the chances of this spell succeeding in purifying a defiled sacred site are increased by 1%. Success is checked for at the moment of sunset. The chance of this spell succeeding is increased by 25% if it is performed on Midwinter or the vernal or autumnal equinoxes. If performed on Midsummer, the chance is increased by 40%.

If the spell succeeds, a dazzling beam of light erupts from the ground or water at the center of the sacred site to be sanctified. This beam has all the effects of a *sunray* (the 7th-level priest spell) on any creatures of evil present within a 1-mile radius of the light, whether they be on the ground, in the air, or beneath the earth. Any defiling magic in effect on the sacred site, such as the *moonveil* spell, is permanently dispelled, and any magical powers of the site lost to the defiling magic will slowly return if the faithful maintain their worship of Chauntea at the site.

The material components for this spell are varied and difficult to procure simultaneously. The goddess requires a spring sapling covered with dew to be planted, a summer swan halfway between the gosling and adult stage to be released, a bushel of fresh fall harvest to be consumed, and ice crystals from the first winter frost to be placed at the center of the site.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting.

Sanctify Spirit Host — Old Empire

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S

Casting Time: 1 hr.

Duration: Permanent

Area of Effect: 1 mummified corpse

Saving Throw: None

In a long and involved ceremony performed during Mulhorandi burial rites, this spell sanctifies the corporeal body according to the tenets of the Mulhorandi faith, allowing eternal safe haven for the *ba*, the animate life force, and passage to the afterlife for the *ka*, the spirit twin containing the personality and consciousness. If a properly mummified corporeal body sanctified by this spell is ever disturbed or its tomb despoiled, Osiris sends the spirit of a divine minion to animate the mummy and cooperate with the resting *ba* to drive the grave robbers from the tomb. Such a mummy is lawful neutral in alignment, lacks the scabrous touch (mummy rot) of an invoked member of the ancient dead, exists only so long as defilers walk in the tomb sanctified in the name of Osiris, is only turnable or commandable by the clergy of Osiris, and cannot be resurrected. In addition, it is not specially vulnerable to fire, taking no damage from torches, 2d6 (first round) and 1d6 (second round) from a direct hit from burning oil, and no additional damage from magical fire. Finally, it is immune to damage from either holy or unholy water except for unholy water created by the church of Set, from which it takes 2d4 points of damage from a direct hit.

Notes: Granted by the Mulhorandi deity Osiris of the FORGOTTEN REALMS setting.

Sanctuary

(Abjuration)

Sphere: Charm, Protection

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 2 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (*fireball*, *ice storm*, and so on). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but can use non-attack spells or otherwise act in any way that does not

violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to *bless*, perform an *augury*, *chant*, cast a *light* in the area (not upon an opponent!), and so on.

The components of the spell include the priest's holy symbol and a small silver mirror.

Notes: Common for clerics (*PHB*).

Sand Blade

(Enchantment)

Sphere: Elemental Earth or Silt

Level: 6

Range: 0

Components: S, M

Casting Time: 1 day

Duration: Permanent

Area of Effect: 1 sword

Saving Throw: NA

This spell requires a sword made of a crystalline stone (such as quartz) or glass. The weapon must be of the highest quality and craftsmanship, and forged without aid of magic or psionics.

The enchantment of the sword takes an entire day, and at day's end the caster must make an unmodified saving throw vs. spells. Failure indicates that the blade must be enchanted for another day and another save vs. spells required, now at -1. The caster is permitted a number of attempts equal to 1/4 his or her level (round down). Each additional attempt is made at a cumulative -1 penalty. If the save is made, the sword has been enchanted. If all fail, the sword is ruined and can never be used for this spell again.

A successfully enchanted *sand blade* is razor-sharp, inflicting +2 damage to opponents. It has no attack bonus, and cannot affect creatures immune to ordinary weapons. It is very difficult to see, and is effectively invisible in dim light, from a distance, or underwater. A *sand blade* is also completely invisible to magic that detects metal and minerals.

If a wielder rolls an unmodified "1" while using the sword against an armored target (chitin, metal, bone armor, or skin), it splinters into thousands of deadly shards. The damage from the blow is doubled due to the spray of glass, but the sword is shattered and now forever useless.

Notes: Uncommon for priests of Elemental Earth from the DARK SUN setting; otherwise, very rare.

Sand Spray

(Evocation, Summoning)

Sphere: Elemental Earth or Silt

Level: 3

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instant

Area of Effect: Cone 20 ft. long × 10 ft. wide

Saving Throw: Special



This malicious evocation causes small glassy particles of sand or silt to spray into an opponent's eyes. The spell does not create the tiny shards, so the caster must use existing sand or silt to create the effect.

Creatures sprayed by the slivers must make a saving throw vs. breath weapons. Failure indicates that they are blinded for 1d6 rounds, and lose 1d10 hit points. Creatures vulnerable only to magical weapons take no damage, but may be blinded.

Notes: Uncommon for priests of Elemental Earth from the DARK SUN setting; otherwise, very rare.

Sand Warriors

(Conjuration, Enchantment)

Sphere: Elemental Earth or Silt

Level: 4

Range: 30 yds.

Components: S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None



The priest can summon 1d4 warriors from beneath the sand to fight for him or her. The warriors are completely loyal and cannot be controlled or stolen, although they can be banished by a successful *dispel magic* spell. They have an Armor Class of 5, 2 Hit Dice, and wield terrible swords of compressed, fine sand that cause 1d10 points of damage whenever they hit. THACO is 18, and movement is 150 feet. The sand warriors take double damage from water based attacks.

To use this spell, a cup of water is poured onto the sand where the warriors are to rise.

Notes: Uncommon for priests of Elemental Earth from the DARK SUN setting; otherwise, very rare.



Sand Warriors: AC 5; MV 15; HD 2; #AT 1; THACO 18; Dmg 1d10; SW Take double damage from water-based attacks; SZ M.

Sands of Time

(Alteration)

Reversible

Sphere: Elemental Air, Elemental Water

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 rd.

Area of Effect: Up to 10 cu. ft./level

Saving Throw: Neg.

By means of this spell, a priest can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be so reversed depends upon the level of the caster. Consult the table for the average effects of time and the elements on various materials (items protected from the elements might take longer to erode, but use these times for all restoration).



Papyrus and wooden objects fade over time, making it difficult, but not impossible, to read or identify surface features. Fragile objects must survive an item saving throw vs. fall every time they are used; brittle items must survive vs. a crushing blow. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable.

Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; Etching means carved letters or pictures are worn away; Relief indicates that deeply carved letters or images are severely eroded; Form indicates that time has eroded away all but the basic form of the original stone or metal. The fractions $\frac{1}{2}$ and $\frac{3}{4}$ tell when the item has lost that amount of its original mass. Dust means the original item is completely gone, eroded away to nothing.

A 15th-level priest could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use this table as a guide for other objects that don't exactly fit into these categories.

The reverse of this spell, *accelerate erosion*, allows the priest to speed up erosion on any non-living material object. In the example above, the 15th-level priest could turn a clean piece of papyrus to dust, or turn a new staff of wood into crumbled pieces, or erase a painted map from a wall of soft stone.

The material components for this spell are a tiny hourglass (during the spell, the sands run upward) or, for the reverse, a miniature sundial that has timed the passage of at least one year. Neither is consumed in the casting.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Sandstorm

(Conjuration/Summoning)

Sphere: Elemental Air

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 4 rds.

Duration: 3 rds./level

Area of Effect: Special

Saving Throw: $\frac{1}{2}$



SANDS OF TIME TABLE

Time		Effects On				
Level	Reversed	Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded	—	—	—	—
10	1 year	Fragile	—	—	—	—
11	2 years	Brittle	Faded	—	—	—
12	5 years	Crumbled	Fragile	—	—	—
13	10 years	Dust	Brittle	—	—	—
14	20 years	—	Crumbled	Paint	—	—
15	50 years	—	—	—	—	—
16	100 years	—	Dust	Etching	—	—
17	200 years	—	—	Relief	Paint	—
18	500 years	—	—	Form	—	Paint
19	1,000 years	—	—	1/2	Etching	—
20	2,000 years	—	—	3/4	—	Etching
21	5,000 years	—	—	Dust	Relief	—
22	10,000 years	—	—	—	—	Relief
23	20,000 years	—	—	—	Form	—
24	50,000 years	—	—	—	—	Form
25	100,000 years	—	—	—	1/2	—
26	200,000 years	—	—	—	—	1/2
27	500,000 years	—	—	—	3/4	—
28	1,000,000 years	—	—	—	—	3/4
29	2,000,000 years	—	—	—	Dust	—
30	5,000,000 years	—	—	—	—	Dust

This spell allows a priest to conjure a very large version of *dust devil*; one that can engage and attack a number of targets at once. The storm has AC 0, MV 12, and Hit Dice equal to the level of the caster. The sandstorm is a large whirlwind of dust and sand twelve feet tall that covers a 10-yard by 10-yard square per level of the caster. The storm's shape can be determined by the caster and changed on any round after casting, provided no portion of the storm moves further than its movement rate. Any creature within the storm is subject to an attack that inflicts 2d6 points of damage (save vs. spell for half). The storm is subject only to attacks by magical weapons. The winds of the storm put out normal fires. Also, items exposed to the storm must make saving throws each round or be destroyed—items must make a successful saving throw vs. acid with a +5 bonus. The storm can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster. The cloud obscures vision, and creatures must make a saving throw vs. spell or be blinded while in the storm and for 1d4 rounds after emerging from it. Spell-casting within the storm is not possible and any casting interrupted by the storm is ruined.

The material component is a small bottle of air collected on a windy day.

Notes: Common for priests from the Dark Sun setting; otherwise, very rare.

Sap — Elf

(Conjuration)

Sphere: Plant

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: 10-ft. × 10-ft. area

Saving Throw: Special

A *sap* spell coats everything within the area of effect in tree sap. After the spell is cast, any creature entering the area of effect is slowed to half its movement rate while in the affected area. Any creature in the area of effect when the spell is cast must make a successful saving throw vs. spell or be covered in the sticky substance. Those who succeed can reach the nearest unaffected surface by the end of the round, although their movement rate is also reduced to half normal while within the area of effect. Those who fail their saving throws have their movement rate reduced to 1 and have their Dexterity reduced by half. Casting spells, employing magical items requiring any sort of movement, or any launching any sort of physical attack is impossible while under the effects of this spell. In addition to any loss of Dexterity bonus,

the creature incurs a +2 Armor Class penalty (to a maximum of AC 10). Winged creatures and those employing magical items such as *wings of flying* cannot fly.

A *free action* spell or ring or similar effect negates the effects of a *sap* spell for the affected individual only. Thoroughly dousing an individual covered in *sap* with wine also ends the effect.

The material components are the priest's holy symbol and a drop of tree sap.

Notes: Granted by the elven god Rilifane Ral-lathil.

Sarcophagus of Death — Old Empire (Evocation)

Sphere: Necromantic

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./2 levels

Area of Effect: 1 creature

Saving Throw: Neg.

This spell creates a coffin-shaped cube of force, similar to the magical item of the same name, around the spell's target. This *sarcophagus of death* lasts one round per two levels of the caster or until dispelled. The sarcophagus is completely impervious to air or any other material or gas. Spell effects cannot pierce into or out of the sarcophagus of death. Creatures who fail a saving throw vs. spell are trapped within the coffin, and unable to escape unless they can cast some form of teleportation magic or the sarcophagus is successfully dispelled by themselves or others.

Each round that a being remains in the sarcophagus, it suffers 1d3 points of damage and loses 1 point of Constitution. If it reaches 0 hit points or 0 Constitution, it dies from asphyxiation. (Normal *cure wounds* spells are not sufficient to revive the victim; a *raise dead* spell or similar magic is required.) If the target being is freed or the spell expires before death occurs, Constitution points return at a rate of 1 per hour. Damage can be healed through normal methods.

The material components are a fragment of a sarcophagus consecrated by a priest of Osiris or Nephthys and the priest's holy symbol.

Notes: Granted by the Mulhorandi deity Set of the FORGOTTEN REALMS setting.

Scent of Vengeance

(Alteration)

Sphere: Animal

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 days/level

Area of Effect: The caster

Saving Throw: None

This spell imbues the priest with the ability to unerringly track any living creature who has directly caused insult or injury to a designated being (including the caster). This spell does not allow the tracking of undead creatures, and the name of the being who committed the action must be known for the spell to be effective. This spell can only be cast at the site of the offending insult or injury. The priest can follow the trail across any terrain by following the scent of his foe, even underwater or through the air if he or she can swim or fly.

The only way for the quarry to throw the pursuit from the trail is to *teleport*, employ a *gate*, shift to another plane or employ some other, similar form of magical transportation. Even if the quarry employs such forms of magical transportation, the tracking priest can continue to follow the trail until the point of magical departure, at which point the spell ends.

The spell requires a small token once possessed by the quarry and the priest's holy symbol. Neither is consumed in the casting.

Notes: Granted by Hoar the Doombringer of the FORGOTTEN REALMS setting.

Scirocco

Also scirocco.

Scorching Ray

Reversed form, healing ray.

Scourge

(Necromancy)

Sphere: Necromantic

Level: 5

Range: 120 yds.

Components: V, S, M

Casting Time: 8

Duration: Permanent

Area of Effect: 1 creature/level

Saving Throw: Neg.

This nasty spell causes a major disease and weakness in those who fail a saving throw vs. spell at a -3 penalty. Afflicted individuals are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies. The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful, and highly debilitating.

In the short term, the Strength, Dexterity, and Charisma of each victim are reduced by 3. Attack rolls suffer a -3 penalty. The agonizing symptoms persist until a victim receives a *cure disease*, *heal*, or *restoration* spell bestowed by a more powerful priest than the original caster. *Dispel magic* and *remove curse* are powerless to mediate the symptoms of a *scourge* spell, but a *wish* will eradicate the infection immediately.

A *scourge* may also lead to a long-term, debilitating illness. Those ignoring the malignant disease resulting from the spell's effects for more than a few days may be susceptible to much worse afflictions (such as gangrene, plague, or leprosy) that ultimately result in the victim's untimely death within 1d4 weeks.

Furthermore, if a victim of the spell enters an area of dense population, the disease may spread (1% per caster level) into an epidemic of massive proportions. Such long-term effects are left to the discretion of the DM.

The material component is a specially prepared, black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell. Because of its horrific affect, the spell is typically granted only to high priests of a malignant and evil god who is dedicated to spreading death and disease.

Notes: Restricted to necromancer-clerics and evil priests, common for them.

Scouring Wind

(Alteration, Invocation/Evocation)

Sphere: Elemental Air

Level: 5

Range: 300 yds.

Components: V, S

Casting Time: 8

Duration: 1 rd.

Area of Effect: A cylinder as tall as the caster and 300 yds. in diameter

Saving Throw: Special

This spell creates a roaring rush of air, drawn from some undefined elsewhere and emitted from the caster's mouth. When active, it is in a cylindrical shape as tall as the caster and extending to the

limits of its spell range that is of short duration and centered on one target, such as a specific being or a spot such as a doorway, window, throne, or hallway. This magical force can whirl away dust, vapors, leaves, papers, and the like in the same manner as a magical gust of wind, but has no effect on living creatures. A *scouring wind* can have one of three effects, chosen by the caster (once made, the choice cannot be altered): *destroy barrier*, *destroy armor*, or *augment missiles*.

When used against any magical barrier created by a 5th-level or lesser spell, a *scouring wind* automatically destroys the barrier. Against barriers of higher levels, it has an 8 in 10 chance of destroying them, minus 1 point for each level they are above 5th. (Thus, it has a 7 in 10 chance of destroying an *antimagic shell* or a *wall of thorns*, and a 4 in 10 chance of destroying a *prismatic sphere*.)

When a *scouring wind* is used against any form of enchanted armor (including shields) or clothing, the armor must make an item saving throw vs. disintegration with a bonus equal to the item's enchantment level (its "plus"). Success means the item is unaffected; failure means its magic ceases to function for five full days. When nonmagical armor or clothing is scoured, it must save vs. spell or be entirely torn away and disintegrated. Living things (such as peltasts) worn as protective garb are entirely unaffected by a *scouring wind*.

When a *scouring wind* is used to augment missiles, they must be launched or introduced into it. If of a smaller volume and mass than the caster's head, they are whirled away by this spell and strike for triple damage at +3 above the caster's THAC0 (not that of the launcher, if a different person). If larger, they fall out of the wind. Any number of missiles (from the traditional arrows, sling stones, and darts to spears or even clubs and other hand weapons) can be hurled in this manner, so long as they can be put into the path of the wind. A *scouring wind* directed to augment missiles that sweeps them into a barrier pulverizes them and does not shatter the barrier or permit them to fly onward.

A *scouring wind* can also be commanded to negate a natural wind or magical gust of wind. If so employed, the *scouring wind* negates the latter completely and creates an area of calm 100 yards in diameter for 1d4+1 rounds when used against a natural wind (even over tornadoes, gales, or hurricane-force storms).

Notes: Granted by Talos the Destroyer of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Screaming Skull

(Alteration, Conjunction/Summoning)

Sphere: Necromantic

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 1 skull

Saving Throw: None

By casting this spell, the priest animates a single human or humanoid skull (the material component) to be capable of flight and attack as the priest wills. The skull has AC 0, MV 21 (flying), 4+4 HD, 1 bite for 1d6 damage, ML 20. The skull's bite causes *fear* as the 1st-level priest spell (save vs. spell to negate).

The skull falls to the ground at the expiration of the spell or when it uses its scream attack (as the priest wishes).

When the skull screams, all creatures within 10 feet are affected by a *fear* spell (save vs. wands to negate). The priest and those friendly to him are unaffected. The scream can be employed in addition to the normal bite attack.

The skull cannot travel more than 30 yards from the priest, or the spell is automatically negated (thus, a *repulsion* or similar spell may be able to counter the *screaming skull*).

Notes: Granted by Iuz the Evil of the GREYHAWK setting.

Scribe

(Alteration)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 8 hrs. maximum

Area of Effect: Creates 1 copy

Saving Throw: None

By means of this spell, the priest's handwriting, if it happens to be poor, is greatly enhanced. Furthermore, the priest can write twice as rapidly as normal and still produce high-quality copying of a text or map. This spell decreases the chance of error by 25% in the copying of text, including maps. It can be used when fabricating a magical scroll.

The *scribe* spell lasts as long as the priest continues to copy or compose a text, with a limit of eight hours in any case. Any interruption of the

copying ends the *scribe* spell. In the case of scribing a magical spell scroll, the interrupted spell is spoiled and useless, and the work must be begun again.

The material components are ink, quill and parchment (book or scroll).

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Scroll

(Alteration)

Sphere: Thought

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Permanent

Area of Effect: 1 scroll

Saving Throw: Special

This more advanced version of the *scribe* spell, the priest can compose a magical scroll of a known spell with a 40% smaller chance of error. The *scroll* spell cannot be used in combination with a *scribe* spell. The caster can also choose to write the scroll at double normal speed, but then the reduction in the chance for an error is canceled.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Sea Form

(Alteration)

Sphere: All

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr. + 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

When this spell is cast, the creature touched is transformed into a coherent liquid form. At a glance, the creature looks like ordinary sea water, but the sea form stays together like ooze and can flow up walls. The sea form has a movement rate of 3. The spell is typically used to infiltrate an enemy ship, flowing up over the side like water, then slipping down closed hatches and beneath doorways. When the sea form is submerged in a greater body of water it has a neutral buoyancy, and can float or sink at will.

Normal shape can be resumed at will. The creature affected by this spell shifts into the sea form

without clothes or weapons, and resumes normal shape in the same condition.

The material component is a mouthful of sea water, swallowed by the recipient.

Notes: Uncommon for sea priests; otherwise, very rare.

Sea Legs

(Enchantment/Charm)

Reversible

Sphere: Healing

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 creature

Saving Throw: None

This spell stops the effects of oncoming seasickness in its recipient. If unable to do so before, that person also gains the ability to balance and maneuver easily even on a violently heaving deck, just as the most experienced sailor can. At the DM's discretion, a person under the effect of this spell need not make Dexterity ability checks for shipboard actions in stormy weather that could easily be done in calm weather.

The reversed version of this spell, *land legs*, causes the target of the spell to make a Dexterity ability check to move or attack while on board a ship or boat. Failure of the check means the character falls down and a second check is required to stand up again.

The material components are the priest's holy symbol and a tiny vial of strong-smelling chemicals.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Sea Mount

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: Special

Components: V, S

Casting Time: 6

Duration: Special

Area of Effect: 1 sea creature

Saving Throw: Neg.

When this spell is cast, a sea creature large enough to ride is summoned to the caster, if one is present within an hour's swim. Therefore, the

summons cannot be answered until an hour has passed and the creature has had a chance to arrive. Typical sea mounts include giant fish, sea horses, sea turtles, and nonmagical creatures like rays and dolphins. Even sharks may respond and, for the duration, their natural predatory urges will be kept in check. The summoned creature can bear one person at the surface of the waves, and can carry the rider a variable distance depending on its reaction to the summons (see below).

When the spell is cast, the sea priest must picture where he or she wants the creature to go. Since this spell does not bestow the ability to communicate with sea creatures, only the mental picture provides direction to the sea mount. The DM should make a reaction roll: if friendly, the creature carries its rider to the nearest shore, no matter how distant. If unfriendly, it travels to somewhere near and abandons its rider as soon as possible. A creature that makes its saving throw can either ignore the summons, or deliver the rider to a destination of its own choosing.

Notes: Common for sea priests, otherwise very rare. (Updated from *DRAGON Magazine*.)

Seal of Cyrrollalee — Halfling

(Alteration)

Sphere: Law

Level: 2

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 2 creatures

Saving Throw: None

This spell can be cast only on two willing beings who wish to make a pledge or contract with each other, overseen by Cyrrollalee. A *seal of Cyrrollalee* requires each participant to swear an oath governing his or her future behavior or deeds (thus the variable casting time). If the oaths so sworn are acceptable to all participating parties when the spell is cast, then each participant must uphold his or her oath or face severe consequences. This spell fails if any party is an unwilling participant, is under the effects of a *charm* spell (or similar effect), or is not in his or her right mind, as adjudicated by the DM.

If any party fails to meet the terms of the successfully cast *seal of Cyrrollalee* due to factors beyond his or her control and despite his or her best efforts, the oathbreaker suffers the effects of a *curse* spell (as the reverse of the 1st-level priest

spell *bless*) until such time as he or she receives an *atonement* spell cast by a priest of Cyrollalee.

If any party deliberately fails to meet the terms of the oath, Cyrollalee's wrath affects the oathbreaker by reducing one ability score to 3 (the DM randomly determines which ability score). The wrath of Cyrollalee persists until the oathbreaker makes amends for the broken pledge and receives an *atonement* spell cast by a priest of Cyrollalee.

The material component is the priest's holy symbol.

Notes: Granted by the halfling goddess Cyrollalee.

Seal of Destiny

(Abjuration)

Sphere: Divination

Level: 6

Range: 30 yds.

Components: V, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 creature or object

Saving Throw: Special

This spell seals a creature or object against divinations that would reveal its destiny, fortune, fate, or role in epic events. This includes all casting of *augury* spells with respect to the subject, and the general failure of any other divinations that would reveal such information. It prevents any forecasting of the subject's influence on greater campaign events, making general campaign-level divinations more difficult. Any caster whose divination is blocked by this spell will realize that blocking magic of some type is involved, and any priest specializing in divinations has a 5% chance per level of knowing the exact cause. The *seal* can be removed only by a *dispel magic* spell cast expressly for that purpose by a caster of higher level than the one who placed the *seal*. The caster ages one year with each casting of the *seal of destiny*.

Notes: Uncommon for divination specialists; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Searing Orb, Sol's

See Sol's searing orb.

Searing Song

(Alteration, Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 30 yds. or touch

Components: V

Casting Time: 7 (or 2 rds.)

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: 1/2 or None

This spell can be cast in two ways. If unleashed as a chanted or shouted verse for one round, it produces an invisible beam of solid air that unerringly strikes a single creature. The physical blow inflicts 1d6+1 points of damage (a successful saving throw vs. spell reduces this to half). The attack can pass all known magical and physical barriers, but the target must be clearly visible to the caster or the magic fails and is wasted.

If the caster sings the enchantment twice through, taking two rounds to cast the *searing song*, its attack takes the same form, but is far more powerful. It corrodes the flesh of a single creature, causing 3d4+2 points of damage (a successful saving throw reduces this to half).

If the caster can touch the subject (an attack roll is required), no saving throw is allowed against either version of the spell.

The vocalization of the spell unleashes and directs the magic, rather than creating the spell effect, so magical silence (or deafness on the part of a target) has no effect on the power or operation of a searing song.

Notes: Granted by Milil, Lord of Song, of the FORGOTTEN REALMS setting.

Seclusion

(Alteration)

Sphere: Numbers

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 3d12 rds. + 4 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only one creature, regardless of size. The priest can use the spell personally or upon any creature touched.

Unwilling creatures are allowed a saving throw vs. spell to avoid the entrapment.

While inside the space, the enclosed being is invisible and totally undetectable by any form of scrying. Powerful magic, such as *contact other plane*, will indicate that the being is elsewhere, but will give no more information.

The creature within the extradimensional space can see and hear everything that occurs around him. However, he cannot cast spells, and no action of his can affect anyone or anything in the real world.

While occupied, the extradimensional space is totally immobile. If the caster chooses to occupy the space, he can pass in and out of the space at will. Other creatures can leave or reenter the space only if the caster allows it. To an outside observer, an enclosed being who exits the space simply appears from nowhere.

If the space is occupied when the spell terminates, the occupant is immediately ejected back into the real world and suffers 1d6 points of damage in the process.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around. Thus, the priest can *seclude* a comrade in the extradimensional space, walk past some guards into a building, then release the comrade.

If any other form of extradimensional space (such as a *bag of holding*) is taken into the space created by *seclusion*, both spaces are ruptured and all contents are expelled onto the Astral plane. Extradimensional manipulation can temporarily prevent this.

The material components are a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 250 gp value. The gem is consumed in the casting; the box is not.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

See All Faces — Vedic

(Divination)

Sphere: Divination

Level: 4

Range: 10 yds.

Components: V, M

Casting Time: 4

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell requires that an item belonging to the target be in the caster's possession. When cast, an unwilling target must make saving throw vs. spells

or have all major aspects of his personality revealed to the caster. Thus, if the target is a mage, a rajah, a lothario, or a liar, the caster knows it. Note that the *see all faces* spell reveals only truly major aspects; if the aforementioned target also liked chocolate and raga music, this would not be revealed. Since this spell does not affect the mind, *mind shielding* and Wisdom bonuses are not effective defenses.

Notes: Common for priests from a Vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

Seed of Moander

(Alteration)

Sphere: Plant

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Special

Saving Throw: Special

This spell was developed by priests of Moander centuries ago as a method of enslaving sentient beings to the will of Moander. The spell itself results in the creation of a *seed of Moander*, which can then transform a victim into a servant of Moander.

To create a *seed of Moander*, a priest wraps an emerald fragment in a ball of rotting plant material. The resulting spherical proto-seed is soaked in unholy water for 24 hours and then *cursed* (the reverse of the *bless* spell) in the name of Moander. The priest then casts *seed of Moander* while touching the proto-seed, transforming the sphere into a green, spine-covered burr about the size and shape of a horse chestnut burr. The seed is sticky, and the spines end in tiny hooks.

A *seed of Moander* attaches itself to the skin of any living, sentient creature it comes into contact with who is not already a minion of Moander. The seed bursts on the round following its attachment and releases a 3-foot-diameter cloud of spores. Seeds can be thrown (range is 10/20/30); however, they do not break open unless they strike living beings. (Misses use the grenade-like missile table in the *DMG* to determine the point of impact.) Any living, sentient creature within the area of effect of the spores (who is not already a minion of Moander) must make a saving throw vs. spell. If it fails the saving throw, the spores are inhaled and begin transforming the host. If it succeeds, the spores are not inhaled, and the transformational effects of the

seed of Moander are negated. Unburst seeds burst when they contact living flesh. They are destroyed by being drenched in holy water and *blessed* (as the spell).

If a victim is not treated, the spores grow, making the creature into a puppet of Moander (one of Moander's mind-controlled servants) in 4d4 days and also turning his or her entrails into a festering mass of rotting, mold-encrusted tendrils that eventually (in 5d6+30 days, unless delayed by the application of *slow rot* spells) reduce their host to a dried-out husk, killing him or her. Externally the host appears unchanged until death except for the faint odor of pollen and a small flowered vine wrapped around one ear. A victim who shares body fluids with another creature—as little as a kiss is sufficient—can transfer the spores of a *seed of Moander* to that creature, spreading the Darkbringer's influence. (The potential new host receive a saving throw vs. spell at a +2 bonus for each instance of exposure to avoid infestation.)

Only if Moander is completely absent from the Realms (in other words, all of the god's avatars and manifestations in the Realms have been destroyed) is the original host able to express its free will after it would have normally become a mind-controlled being. However, without the stabilizing effect of Moander's power, the body decays at an accelerated rate once the initial 4d4-day period is passed and becomes a rotting mass of plant material in a tendar.

If a victim infested with the spores of a *seed of Moander* drinks holy water within 1 hour of the spores affecting it, the spores dissolve and the victim is cured. If holy water is drunk within 2 days of the spores' entry, their growth is slowed to half rate (in other words, the possession and rotting take twice as long). A *cure disease* or *heal* spell used within 30 days of initial corruption by the spores stops the possession and the corruption process, allowing the victim to live and slowly heal inwardly. Cold magic that deals the infested body more than 20 points of damage also slays the spores' growth, allowing the victim to slowly recover. Typically, victims cured by *cure disease*, *heal*, or cold damage who do not receive a (second) *heal*, a *restoration*, or a *regenerate* spell have their Strength and Constitution reduced to half for 20+1d12 days. At the end of that time, they slip into a coma, lose 4d4 hit points, and a day later, if they survived the damage, awaken fully cured.

A newly created puppet of Moander retains all of its previous abilities and skills, but all of its thoughts are known to Moander, and it is under

the complete control of the Rotting God. In addition, the newly created minion can sprout one or two 10-foot-long tentacles at will from any orifice or directly through its skin. Each tendril (AC 2; hp 12 each; 2d8 points of bludgeoning/constricting damage per successful attack) can attack once per round until destroyed. If a tendril is destroyed, the minion can sprout another tentacle the following round. If both tendrils hit a small or man-size creature in the same round, the victim is *entangled* (as the spell of that name) until he or she is released or escapes.

The material components are an emerald fragment (base value 100 gp) and Moander's holy symbol.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Seedstorm — Old Empire

(Alteration)

Sphere: Plant, Combat

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 5-ft./level radius

Saving Throw: ½

This spell creates an explosion of seeds. The seeds shoot out forcefully from the center of the area of effect in all directions to the limits of the area of effect. The area of effect is the maximum able to be created by a priestess of a certain level; smaller areas of effect can always be evoked to a minimum of a 5-foot radius.

Normally this spell is used during the planting season to sow the fields, but it serves very effectively as a combat spell as well. Any creatures caught in its area of effect suffer 2d6 points of damage plus an additional 1d6+2 points for each four levels of the casting priestess to a maximum of 20th level. A successful saving throw vs. spell halves this damage. Due to the beneficent hand of Isis, the casting priestess never takes damage from this spell.

The material components are a handful of seeds of the appropriate species to be sown and the priestess's holy symbol.

Notes: Granted by the Mulhorandi goddess Isis of the FORGOTTEN REALMS setting.

Seek

(Divination)

Sphere: Divination

Level: 6

Range: Special

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 item, place, or creature

Saving Throw: None

By casting *seek*, the priest gains the ability to determine the location of any single item, place, or creature, and visualize all major aspects of its immediate surroundings (within 50 feet). The caster learns in what part of the world the thing being sought exists; the closer the priest is to the thing sought, the more definite the general idea of its location and the more details can be learned (see table).

Distance	Location	Viewing Time
250 mi.	Building/Site	1 turn
2,500 mi.	Town/Landform	5 rds.
25,000 mi.	Region	1 rd.
Extraplanar	Plane	Glance

For example, a priest who seeks an ancient holy book hidden in a forgotten tower 800 miles away might receive an impression of the nearest town or major landform (mountain, lake, and so on), and can examine the book and its surroundings for up to five rounds. If the book is actually 3,000 miles away, the priest gains only a one-round vision and an impression of the country or kingdom in which it lies.

If the priest is not personally familiar with the thing sought, the results are one step worse than normal. Spells or items that defeat scrying or detection are effective against *seek* and may confuse or block the results.

The material component is a small, precious crystal, worth at least 500 gp.

Notes: Common for priests with a specialty in Divination; otherwise, barred.

Optional: A priest who uses the *seek* spell to locate a thing protected against scrying can penetrate the protection, if holding some physical object closely related to it; for example, a lock of hair from an individual, a pinch of dirt from a location, a scabbard that held a weapon, and so on.

Breaching such protections ages the caster 1 to 5 years, depending on the strength of the protective magic. The priest knows the exact cost and can abandon the spell if desired. Artifacts and relics can be located, but these always age the caster. Typical payment for this service is a magical item or a sum of 10,000–40,000 gp (50% chance for either).

Seek Eternal Rest

(Alteration)

Sphere: Necromantic, Time

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 5 rds. (maximum)

Area of Effect: The caster

Saving Throw: None

This spell augments the priest's next attempt to turn undead. A priest who successfully turns undead while the spell is in effect will destroy the affected undead creatures, rather than turn them. For example, if an 8th-level priest attempted to turn a ghost and rolled a 19 after casting *seek eternal rest*, the ghost is immediately destroyed.

Priests empowered by this spell and who would automatically destroy the undead affect twice the normal number. For example, if an 8th-level priest attempted to turn a host of skeletons, she would automatically destroy 8d6 skeletons.

If the priest does not attempt to turn undead within five rounds of casting *seek eternal rest*, the spell ends with no effect and is lost.

The material component is the priest's holy symbol.

Notes: Granted by the demipower Jergal, Scribe of the Doomed, of the FORGOTTEN REALMS setting.

Seeking — Elf

(Enchantment, Invocation)

Sphere: Combat

Level: 2

Range: 100 yds.

Components: V, S

Casting Time: 2

Duration: 1 turn

Area of Effect: 1 missile/3 levels of the caster, up to maximum of five

Saving Throw: None

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them slightly in a way that is favorable to the caster of the spell.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin, one per three levels, to a maximum of five missiles. When the missiles have been enchanted, the caster can either use them or distribute them to his or her companions.

When shot or hurled at a target, the missiles unerringly seek the target. The missiles can go around objects or corners if the target was visible when the spell was cast, but they cannot pass through solid obstructions. For example, if the target creature closes a door, the missiles slam into the door and cannot be removed until the spell wears off.

While the missile must be hurled or fired within its normal range, it cannot be outrun, except by extraordinary means. If the target *plane shifts*, *teleports*, *blinks*, or uses some other means of instantaneous transport, the missile can no longer home in on the target. It falls to the ground, useless.

This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. Someone firing the arrow or bullet who can see the target can fire for normal damage without fear of injuring comrades.

Notes: Granted by elven deities.

Seeking Mote

(Evocation)

Sphere: Sun

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

This spell creates a tiny, bright speck of light in one of the caster's hands (or in his mouth or emerging from his forehead, or one of his eyes, as needed). It flashes off to strike at a single chosen target, turning and twisting to follow them as does a wizard's *magic missile* spell. However, a *seeking mote* can miss. It can also be destroyed by a successful *dispel magic* spell or by a magical barrier en route to its target, but otherwise flies to attack a designated target in range, striking once with the caster's THACO but at a +4 bonus, and inflicting 2d4+2 points of damage.

The material components are a pinch of dust and a fleck of mica, quartz, or any sort of clear gemstone. Both ingredients must have previously been exposed to full sunlight for at least one continuous turn.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Seeking Sword

(Evocation)

Sphere: Combat

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: 1 magical swordlike construct

Saving Throw: None

This spell brings into being a shimmering blade of force that appears as a sword of any description the caster desires, typically a broad sword. The sword forms in midair and is animated by the will of the caster (who need never touch it), flashing about as it attacks. The blade is silent and moves at MV Fly 96 (A), although it cannot move beyond spell range from the caster. The blade can strike four times per round, as if wielded by the caster, inflicting 2d4 points of damage with each successful hit.

Although it has no attack bonuses, a *seeking sword* is considered a +4 magical weapon for determining what sorts of beings it can strike. It can strike nonliving objects and can be wielded dexterously enough to lift latches, slide bolts open or shut, turn pages of books, and so on. The caster can freely move the sword from target to target unless physical or magical barriers (such as a *wall of force*) are in the way, but the caster must concentrate on the blade to maintain its existence and direct it. Other spellcasting is impossible while maintaining the spell, though the caster can move at half the normal rate per round while doing so.

A *seeking sword* moves with Strength enough to parry and hold back another blade wielded by a strong human or humanoid. It can be used to shatter glass objects, spike open doors, puncture sacks, or search for unseen opponents by sweeping through apparently empty spaces or across windowsills and thresholds.

The material components are a drop of mercury and a human hair.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Segojan's Armor — Gnome

(Abjuration, Enchantment/Charm)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day

Area of Effect: Creates 1 suit of armor

Saving Throw: None

Segojan's armor magically weaves grass and roots into temporary armor. Once created, the armor provides protection equal to scale mail (AC 6). Although it does not possess any magical



plusses (+1, and so on), it does radiate magic. Because of its composition, it is nearly weightless, with an encumbrance value equal to normal clothing. It prevents *magic missile* and similar spells from damaging the wearer, completely negating them. *Segojan's armor* acts as actual armor, so magical items like *bracers of defense* and spells like *armor* cannot be used with it.

When the spell expires, the armor immediately unravels into its component parts. A successful *dispel magic* or similar effect ends the spell immediately.

Before casting this spell, the priest gathers an armload of grass and roots, and places the material in a pile. Next, an ounce of powdered iron is sprinkled over the collected foliage, and the spell is cast. As the incantation is uttered, the roots and grass weave themselves into a suit of armor tailored specifically to the caster; other beings cannot wear it. The caster's holy symbol is required during the casting. Only the iron powder is consumed in the casting.

Notes: Granted by the gnome god Segojan Earthcaller.

Selective Passage

Reversed form, tanglefoot.

Sense Direction

(Divination)

Sphere: Elemental Earth

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell tells the druid which cardinal direction he or she faces. The spell also reveals the caster's depth underground or altitude above ground.

The material component is a small lodestone held in the hand.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Sense Nature of Spirit — Shaman

See sense spirit.

Sense Spirit — Shaman

(Divination)

Sphere: Divination

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 entity

Saving Throw: None



By casting this spell upon a specific spirit (or object or creature inhabited by one), the shaman can discern what type of spirit it is.

If cast on a spirit, however, it reveals any facts that the DM considers relevant—generally, information about spirit's nature and purpose.

The information revealed is game detail; the shaman can't codify, name, or classify the spirit. Rather, the shaman can tell that it's a "powerful spirit, courageous and noble" or "a great and extremely ancient animal spirit." The shaman may also get hints about the spirit's intentions—hostile spirits will be recognized as "predatory," "angry," or "belligerent," for example.

If cast a creature native to the Prime Plane, the spell can confirm that it is not a spirit; if cast on an extraplanar or undead being, the spell gives an uncertain or indeterminate response.

The material component is a small crystal, worth at least 10 sp, held in the right hand during casting. The crystal can be reused.

Notes: Restricted to shamans, uncommon.

Sentry of Helm

(Conjuration/Summoning)

Sphere: Guardian, Travelers

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: 8 hrs. or until triggered

Area of Effect: 120-ft.-diameter sphere

Saving Throw: None

This spell was created by the priests of Helm to aid in guard duty while most members of a group of travelers in the wild are sleeping. Like the 1st-level wizard spell *unseen servant*, this spell creates an invisible, mindless, and shapeless force. This force cannot fight and, unlike an unseen servant, it cannot affect its physical surrounding except as indicated below.

The priest casts this spell by walking the perimeter of the area of effect sprinkling pinches

of sand every few feet and then returning to the center of the area of effect. Once the spell casting is completed, the shadowy sentry stands guard in the center of the area of effect and the caster immediately falls asleep.

If any visible object over 1 foot in length, width, or height that was not present during the casting of the spell enters the area of effect while the spell is in operation or if the spell is about to end, the shadowy force silently shakes the caster awake. When the caster awakes, the priest is wide awake and aware that something has triggered the *sentry* or that the spell has ended. The spell then immediately expires.

A visible object must be an object that a guard could have perceived with normal vision if he or she had been awake and on guard duty. Visible objects cannot be *invisible*, *Hiding in Shadows*, or hidden behind walls, trees, or earth.

If this spell is cast by a priest of 5th level or higher, the *sentry of Helm* also has 60-foot infravision in addition to normal sight, and what is visible to it includes beings seen with that faculty.

The material components are the priest's holy symbol and a small bag of fine sand.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Sentry of Gorm — Dwarf

This spell is exactly the same as sentry of Helm, but is granted by the dwarven god Gorm Gulthyn.

Sera's Blessed Luck

Quest spell, see appendix in Vol. 3.

Sever the Silver Cord

(Alteration)

Sphere: Astral, Combat

Level: 5

Range: 10 yds./level

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 prime

Saving Throw: Neg.

This spell effectively slays a creature from the Prime Material Plane who was brought to another plane by *astral spell*. The priest accomplishes this effect by magically severing the silver cord that ties the creature to its home plane.

A chopping motion directed at the subject of the spell extends a scythe like blade of invisible force. A creature that fails a saving throw vs. death magic dies as the spell slices the cord. A caster able to use *detect invisibility*, or otherwise see

astral objects, can perceive the cord, reducing the creature's saving throw by a -2 penalty.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Shades of Rhondang — Gnome

(Evocation)

Sphere: Elemental Fire

Level: 4

Range: Touch

Components: V, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Caster's hammer

Saving Throw: None

This spell gains its name by allowing the caster to temporarily duplicate certain powers of Flandal's magical hammer, *Rhondang*.

When the spell is cast, the caster's hammer bursts into flames, taking on the characteristics of a *flame tongue* sword. Thus, while the spell lasts, the hammer is regarded as a +1 weapon, +2 vs. regenerating creatures, +3 vs. cold-using, flammable, and avian creatures, and +4 vs. undead. Likewise, it produces light equal to a torch and can ignite flammable objects on contact.

Shades of Rhondang functions only if used on a nonmagical hammer. If cast on a magical hammer or any other type of weapon, the spell automatically fails. Furthermore, the hammer to be affected must be owned and used by the caster, it cannot be passed to another creature. Attempting to cast the spell on someone else's hammer or seeking to pass the hammer to another creature immediately negates the spell.

Shades of Rhondang ends if subjected to a successful *dispel magic* or similar effect, if the caster is slain, rendered unconscious, or releases his grip on the handle. Since the caster must retain a hold on the hammer to prevent the spell from ending, he or she cannot cast spells that require somatic components, nor perform any actions that require the use of both hands.

The material component is the caster's holy symbol.

Notes: Granted by the gnome god Flandal Steelskin.

Shadow Engines

A 7th-level spell of the sphere of War. See appendix in Vol. 3.

Shadow Sword

(Illusion/Phantasm)

Sphere: Combat, Sun

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a *shadow sword* that must be physically wielded by the spellcaster. The type, speed, size, and weight of the *shadow sword* can be equal to any type of sword the spellcaster is familiar with. (For example, if the caster has seen and practiced with a long sword, he or she could create a *shadow long sword*. If the caster has never seen and worked with a *khopesh*, he or she could not create a *shadow khopesh*.) This spell does not confer proficiency in the chosen weapon.

A *shadow sword* functions in all ways as a magical sword +1 of the selected type. In addition, it functions with a +2 attack and damage bonus against ogres, trolls, goblin, giant, and giants. It functions with a +3 attack and damage bonus against undead creatures.

If at any time the casting priest releases the *shadow sword* (something the casting priest can only do voluntarily) or the *shadow sword* enters an area of absolute darkness, the spell immediately expires. If a *light*, *continual light*, *continual darkness*, or similar spell is cast directly on a *shadow sword*, both the *shadow sword* and the cast spell are immediately canceled.

The somatic component involves the caster reaching a gauntleted hand into an area of deep shadow and drawing forth the *shadow sword*. The material component is the priest's holy symbol (a gauntlet) in which the *shadow sword* must be wielded. The gauntlet is not consumed in the casting.

Notes: Granted by the lesser god Shaundakul of the FORGOTTEN REALMS setting.

Shadowcloak

(Alteration)

Sphere: Sun, Protection

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 10-ft.-radius amorphous cloud

Saving Throw: None



This spell creates a semisolid fog of amorphous shape that is centered on the caster or a single touched spell recipient being and moves with that being to hide him or her completely from view. In bright conditions, a rolling, roiling moving cloud of shadow can readily be seen, concealing only the spell recipient's precise identity, but in darkness, an unsuspecting observer is only 15% likely to think something is amiss with what he or she is seeing (darkness) and a successful Intelligence ability check must still be made to reach a decision that something is certainly unusual and that it is more or less at such-and-such a spot.

A *shadowcloak* both confuses attackers with its swirling, smoky chaos, and slows strikes, so that all attacks against the user occur at a -3 attack penalty and a damage penalty of -1 point per die. The *shadowcloak* also muffles all sounds made by the cloaked being (regardless of that being's desires) so that even shouted speech seems faint and distant, and all sounds short of breakage or metallic ringing or clinking are very likely to be completely blanked out.

Torches, fire, smoke, and magical radiances are unaffected by contact with a *shadowcloak* spell, but in turn have no effect on it and do not force it to part or light up its gloom. An observer outside a *shadowcloak* can detect the presence of a light source inside a *shadowcloak* because it lightens

the dark appearance of the fog around it to a light gray—but the observer would not be able to see other things within the *shadowcloak* itself.

To the user and any others present and bearing consecrated holy symbols of Mask, the *shadowcloak* borders appear as a slight hazy shimmering in the air, but no darkness is apparent. The spell does not affect the vision and combat abilities of such beings.

Notes: Granted by the Mask, god of thieves of the FORGOTTEN REALMS setting.

Shape Wood

(Alteration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 9 cu. ft. +1 cu. ft./level

Saving Throw: None

By means of *shape wood*, the caster can reform wood. For example, the priest can cast it upon any appropriate-sized piece of wood to fashion a wooden weapon, make a rough door, or even create a crude figurine.

The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect.

While a caster might form a wooden coffer from a tree stump or a door from a wooden wall, the result does not bear high quality detail. If a shaping has moving parts, there is a 30% chance they do not work. The alteration endures permanently, at least until the wood rots or is physically destroyed.

The caster blows the material component, a pinch of fine sawdust, over the wooden object subjected to the spell.

Notes: Uncommon for druids.

Shar, Whip of

See whip of Shar.

Sharess, Kiss of

See kiss of Sharess.

Shark Charm — Elf

(Enchantment/Charm)

Sphere: Animal, Charm**Level:** 2**Range:** 30 yds.**Components:** V, S**Casting Time:** 5**Duration:** Special**Area of Effect:** 30-ft. cube**Saving Throw:** None

When this spell is cast, a hypnotic pattern is set up that causes one or more sharks to cease all activity except a side-to-side swaying movement. If the sharks are charmed while simply swimming about, the duration of the spell is 1d4+2 turns; if the sharks are aroused and angry or can scent blood in the water, the charm lasts 1d3 turns; if the sharks are angry or attacking or if a sahuagin is present within 30 yards, the spell lasts 1d4+4 rounds. The priest casting the spell can charm sharks whose total hit points are less than or equal to his or her own. On average, a 1st-level priest could charm sharks with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, and so on. The hit points can be those of a single shark or those of an entire school, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit-point caster charming a dozen 2-hit point sharks would charm 11 of them. This spell is also effective against any shark-related monster, such as a bunyip or wereshark, subject to magic resistance, hit points, and so forth.

Notes: Granted by the elven god Deep Sashelas. *Shark charm* is an underwater variant of the more common *snake charm* spell. It was developed by aquatic elven priests.

Sharpleaf

(Alteration)

Sphere: Plant**Level:** 2**Range:** 5 yds.**Components:** V, S, M**Casting Time:** 5**Duration:** 1 turn/level**Area of Effect:** 3 leaves/level**Saving Throw:** None

When cast, this spell causes leaves of any type to become rigid and razor sharp, effectively becoming knives. These sharp leaves can be wielded or thrown, causing 1d3 points of damage if a successful attack roll is made.

The leaves can also be crushed and crumpled before the casting, then serving as caltrops doing 1d2 points of damage. Three leaves per level of the caster can be affected. If mistletoe is used as the object of the spell, 1 point of additional damage is added.

The material components are leaves and sap from a hardwood tree, which is sprinkled on them.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Shatter Circle — Old Empire

(Abjuration)

Sphere: Protection**Level:** 5**Range:** 10 yds. + 10 yds./level**Components:** V, S, M**Casting Time:** 8**Duration:** Instantaneous**Area of Effect:** Special**Saving Throw:** Special

This spell was specifically designed to combat the *circle* spell developed by the Red Wizards of Thay, traditional enemies of the priests of Thoth. It is only effective while a *circle* spell is in progress. When *shatter circle* is cast, the Red Wizard who is the focus of the *circle* must make a successful saving throw vs. spell at his or her actual (not enhanced) level or the *circle* spell is shattered and any additional memorized spells gained from that *circle* spell are lost. This saving throw is penalized by -1 for every three levels above 9th (rounding down) of the casting priest of Thoth. Hence there is a -1 penalty if the priest of Thoth casting *shatter circle* is 12th to 15th level, a -2 penalty if the priest of Thoth is 16th to 19th level, and so on.

Although it was not designed for this purpose, this spell is also effective against the *spellmolds* of the Witches of Rashemen. If *shatter circle* is cast during a round in which one Witch is transferring a spell to another witch, the receiving Witch must make a successful saving throw vs. spell for the *spellmold* to operate normally. If she fails her saving throw, the spell is entirely lost to both witches.

The material component is a crushed ruby of at least 500 gp value.

Notes: Granted by the Mulhorandi deity Thoth of the FORGOTTEN REALMS setting.

Shatter Stone and Metal

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Neg.

This spell causes metal or stone objects, totaling no more than 5 pounds weight per level of the druid, to explode into shards of sharp projectiles. Items to be affected get a saving throw vs. crushing blow at -1 on the die roll for every two levels of the druid (magical items receive bonuses as noted in the *DMG*). Creatures standing within 5 feet plus 1 foot per 5 pounds weight of the shattered object are hit by the shards of the item. Shards inflict 1 point of damage per 5 pounds weight of the object. Damage taken is reduced by an amount equal to the target's Armor Class subtracted from 10; thus, AC 5 reduces the damage taken by 5 hit points.

The material component is a miniature stone hammer.

Notes: Very rare druid spell. (Updated from *DRAGON* Magazine.)

Shaundakul, Favor of

See favor of Shaundakul.

Sheela's Entangle — Halfling

(Alteration)

Sphere: Plant

Level: 2

Range: 80 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn

Area of Effect: 40-ft. cube

Saving Throw: Special

Like the 1st-level priest spell, *entangle*, this spell enables the caster to cause plants in the area of effect to entangle creatures. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that makes a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's

option, based on the strength of the entangling plants. *Sheela's entangle* inflicts 1d4 points of damage per round on all creatures trapped therein from constriction and abrasion if so commanded by the caster (There is no saving throw for this, and it makes no difference if the creatures are able to move or not.)

Unlike the more common version of the spell, the effects of *Sheela's entangle* are cumulative (although not with *entangle*). For each additional casting, saving throws to escape the area are reduced by an additional -2 penalty, and movement in the area is reduced by 2 feet per round (to a minimum of 2 feet per round).

The material components are the caster's holy symbol and a small piece of vine.

Notes: Granted by the halfling goddess Sheela Peryroyl.

Shellskin

(Alteration)

Sphere: Protection, Elemental Water

Level: 4

Range: Touch

Components: V

Casting Time: 7

Duration: 4 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the caster fills the skin of an affected creature with a chitinous substance, which hardens to form a layer of armor. The base Armor Class of the protected creature becomes 4, plus an additional 1 to AC for every 5 levels of the priest: the base Armor Class 3 at 7th level, Armor Class 2 at 10th level, Armor Class 1 at 15th level, and so on. In addition, the affected creature makes all saving throws against nonmagical attacks at +1.

Notes: Uncommon for sea priests; otherwise, very rare

Shevarash's Infravision — Elf

(Alteration)

Sphere: Sun

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 hrs. + 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the priest allows the recipient to see in normal darkness up to 120 feet

without light. Strong sources of light (fire, lanterns, torches, and so on) tend to blind this vision, so the spell's effect does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

The material components are the priest's holy symbol and either a pinch of dried carrot or an agate.

Notes: Granted by the elven god Shevarash.

Shield of the Archons

(Abjuration)

Reversible

Sphere: Protection

Level: 7

Range: 0

Components: V

Casting Time: 1

Duration: 1 rd./2 levels

Area of Effect: 120-degree arc

Saving Throw: None



This spell creates a mystic shield of beneficent energies that interposes itself between the caster and incoming attacks by spell, spell-like ability, or magical device such as a rod, staff, or wand. Attacks on the caster within the spell's arc hit the shield instead, and each strike has a chance of shattering it. The player rolls 1d20 for every attack the shield intercepts. The *shield of the archons* shatters if the roll is less than the level of the intercepted magical attack. A shield that shatters still provides protection from the spell that destroyed it.

If an area-effect spell would include the caster but is not directly targeted on him, the shield provides a +4 saving throw bonus and reduces damage by -2 points per die. This protection also applies against breath weapon attacks that cause physical damage.

If attacks are launched at the caster from different directions at the same time, the shield interposes itself between the caster and the most dangerous threat, as determined by the DM.

The shield provides no protection against attacks other than those specified. A caster can create a *shield of the archons* but once per day.

As its name implies, this spell was developed by priests working with the archons of Mount Celestia. It is used only by priests of good alignment. The spell *shield of the tanar'ri* is identical in effect, but uses baneful energies. This form of the spell is used by evil priests.

Notes: A planar priest spell, uncommon for good priests who traffic with archons; otherwise, very rare.

Shield of the God

(Invocation/Evocation)

Sphere: Protection

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 5 rds.

Area of Effect: The caster

Saving Throw: None

This spell creates an invisible shield of force in front of the caster that moves to deal with charging foes (one opponent per round, but the priest can move the shield to defend against a different foe at the end of each round, if desired), slowing them to half movement rate and hampering their attacks. The caster chooses one of two additional effects for the shield during casting (the choice cannot be altered thereafter): *block* or *shield*.

A) Block. A shield set to *block* a foe strikes at THACO 6, with the choice of blocking the foe's attack (if it hits) or dealing damage (2d4+4 points of damage and item saving throws vs. crushing blow for frontally exposed, fragile items carried by the foe). If the shield misses its block or inflicts damage, the foe's attacks at the *shield-caster* are unaffected.

B) Shield. A *shield* setting tries to block all attacks. It inflicts no damage on the foe, but all of the foe's attacks are at a -3 penalty to attack rolls and a -1 penalty to damage. In addition, the *shield-caster* has a +2 bonus to all saving throws vs. attacks, including spells (for spells that normally allow a saving throw).

A *shield of the god* can be set in a doorway or passage to simply block opponents from getting to the caster, who can cast other spells of 4th level or less through it without affecting the shield. If a 5th-level (or higher) spell makes contact with the shield (whatever the source of the spell), the shield blocks the attack (if it is a physical attack manifestation, rather than a *charm*, area of effect, or general effect spell), but fails at the end of that round. The caster can also end the shield at any time by silent act of will.

The material components are a glove and a piece of rock crystal (or clear gemstone in its natural, uncut state).

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Shield of Lathander

(Conjuration/Summoning)

Sphere: Guardian

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: 1 rd.

Area of Effect: 1 being

Saving Throw: None

If the recipient of this spell is unwilling or unwitting and engaged in combat, a successful attack roll is necessary to touch that being. The spell's recipient must be touched within three rounds of the spell being cast or the spell is wasted and lost.

Shield of Lathander protects a single touched creature from all damage due to purely physical means on the round after it is touched. The protected being takes full normal damage from spells and magical item discharges, but the physical component of an enchanted weapon's attack is negated. For instance, a *longsword* +2 striking a protected recipient of this spell inflicts only 2 points of damage (due to its magical bonus). Enchanted weapons lacking pluses cause only 1 point of damage.

Notes: Granted by Lathander Morninglord of the FORGOTTEN REALMS setting.

Shield of the Tanar'ri

Reversed form, shield of the archons.

Shift Glyph

(Alteration, Evocation)

Sphere: Creation, Divination

Level: 3

Range: 5 yds./level

Components: V, S

Casting Time: 6

Duration: Permanent

Area of Effect: 1 magical glyph, rune, symbol, or inscription

Saving Throw: Special

This spell allows the casting priest to move an unknown or hostile magical *glyph*, *rune*, *symbol*, or magical inscription (defined as a message of many characters all written at the same time and intended to be read together) from the surface on which it is found to another surface of the priest's choosing within spell range. If no suitable surface (presumably one similar to the original surface,

or failing that, a relatively smooth horizontal or vertical surface large enough to hold the writing) exists within range, the spell does not work, but it is not wasted.

When a *shift glyph* is cast, all magical symbols within range of the caster that the spell can affect glow with a dim white radiance. The caster has until the end of the round to choose which one to move; beings familiar with certain glyphs can identify them at this time. Once a *glyph* is chosen, the other magical markings cease to glow, fading back into their former state. Note that the chosen *glyph* may be one the caster did not know of before the spell illuminated it.

The caster of a *shift glyph* must then make a saving throw vs. spell; if this saving throw fails, the chosen *glyph* takes effect (discharges) in its original location and does not move. If the saving throw succeeds, the *glyph* is successfully moved to its new location. If the *glyph* or writing is moved successfully but remains linked to something on, under, behind, or beneath its former location (suggesting that its former area remains trapped or dangerous), the magic makes the caster aware of this, but reveals nothing about the nature of the not-yet-triggered magic.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Shillelagh

(Alteration)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 4 rds. + 1 rd./level

Area of Effect: 1 normal oaken club

Saving Throw: None

This spell enables the caster to change his own oaken cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man-sized, and 1d4+1 points of damage on larger opponents. The spell causes no damage to the staff or cudgel. The caster must wield the shillelagh, of course.

The material components are a shamrock leaf and the caster's holy symbol.

Notes: Common for druids (PHB).

Ship of Tears

Quest spell, see appendix in Vol. 3.

Ship Shield

(Invocation/Evocation)

Sphere: Elemental Air**Level:** 5**Range:** 5 yds./level**Components:** V, S**Casting Time:** 2**Duration:** 1 rd. + 1 rd./level**Area of Effect:** 20-ft. × 20-ft. area/level**Saving Throw:** Special

This spell manifests as a swirling, stormy shield of wind and moisture that blocks sharp gusts of wind, huge waves, driving rain, and all physical projectiles. Anyone sheltered behind a *ship shield* is protected from physical missiles that attempt to pass through the magical barrier. Such missiles are blocked by the *ship shield*, losing all their forward velocity and dropping harmlessly to the ground (or into the sea, if applicable). Spell effects are unimpeded by a *ship shield* unless they physically hurl some sort of matter. Living creatures and self-propelled objects, like ships, can pass through a *ship shield* in one round.

The material component is a miniature shield made of metal or carved wood.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Shooting Stars*Quest spell, see appendix in Vol. 3.***Shrieking Walls**

(Enchantment)

Sphere: Wards**Level:** 5**Range:** Touch**Components:** V, S, M**Casting Time:** 1 turn**Duration:** 1 day/level**Area of Effect:** 20-ft.-cube**Saving Throw:** None

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 2–5 rounds (1d4+1). The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing

them time to leave the room or cover their ears. *Silence, 15' radius* protects against the effects.

Creatures who remain in the room during the second or subsequent rounds of the shrieks who have not protected their hearing are penalized depending on their Hit Dice or level.

Creatures whose levels or Hit Dice are greater than the level of the caster are *stunned* for 2d4 rounds (reeling and unable to take actions).

Creatures whose levels or Hit Dice are less than or equal to the level of the caster become *deaf* for 1d4 hours, suffering a –1 penalty to surprise; deafened spellcasters have a 20% chance to miscast any spell with a verbal component.

The material components are a small golden bell and a bee's wing.

Notes: Common for priests with access to the sphere of Wards (ToM).

Shrink Insect*Reversed form, giant insect.***Siege Wall***Quest spell, see appendix in Vol. 3.***Silence, 15' Radius**

(Alteration)

Sphere: Guardian**Level:** 2**Range:** 120 yds.**Components:** V, S**Casting Time:** 5**Duration:** 2 rds./level**Area of Effect:** 15-ft.-radius sphere**Saving Throw:** None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped; conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, *horn of blasting*, and so on.

Notes: Common for clerics (PHB).

Silt Bridge

Athasian Dragon King magic, 10th level; psionic component renders the spell uncastable by priests.

Silt Cyclone

(Conjuration)

Sphere: Elemental Air, Elemental Earth

Level: 7

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None



By casting this spell on the Sea of Silt, the priest creates a powerful whirlwind of silt. The *cyclone*, 10 feet wide at its base and 20 feet wide at its top, rises from the silt's surface to a height of 100 feet, spinning violently and picking up tons of dust. The caster can move the cyclone up to 30 feet per round, but it cannot go beyond 120 yards from him.

The cyclone spins so quickly that its center becomes extremely hot, shooting off balls of searing dust as the whirlwind spins faster and faster. Any creature within 90 yards of the whirlwind must save vs. spell every round or be hit with a 2d12 ball of super heated dust. Any creature that actually touches the cyclone suffers an attack (THAC0 5) that inflicts 10d6 points of damage. A creature that takes damage from this attack is also thrown 3d6 yards away, suffering another 1d6 points of damage.

The cyclone can be dissipated by an air elemental or other powerful being from the Elemental Plane of Air on command, by *dispel magic*, or by forcing its base away from the Sea of Silt. The cyclone can be moved by a powerful magical wind (*gust of wind* is insufficient); *control weather*, *weather summoning*, or *wild weather* spells can move it 10 yards for every 10 miles per hour of wind sustained against it for an entire round.

The material components are silt from the Sea of Silt and a child's toy top. This spell cannot be cast away from the Sea of Silt.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Silt Tides

(Alteration)

Reversible

Sphere: Elemental Air, Elemental Earth

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 4 hrs./level

Area of Effect: Special

Saving Throw: None



With this spell a priest can create an area of abnormally low tides in the Sea of Silt. The area of silt affected is a circle with a radius of 10 yards per level of the caster. Within the circle, the silt drops 10 feet below its normal level, which is usually enough to expose the maze of rock walkways common to the coastal areas of the Sea. The spell's area of effect moves with the caster, so he can travel the rock walkways while exposed to the air. Strong winds and the like affect the silt normally.

The reverse of this spell, *high silt tides*, causes the silt to rise 10 feet higher within the circular area of effect. The silt can overwhelm vessels or wading creatures who are not tall enough to wade through ten additional feet of depth.

If cast outside the Sea of Silt, this spell has no effect. The material component is a small, oval lump of lead that has been cast by moonlight.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Silver Tongue and Starry Eyes

(Alteration)

Sphere: Animal

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature of Animal Intelligence

Saving Throw: Neg.

This spell, whimsically named *silver tongue and starry eyes*, enables a priestess of Lurue to add another potential worshiper to Lurue's herd. This spell is only effective on creatures of animal intelligence. If the creature fails its saving throw vs. spell (which cannot be voluntarily forgone), its intelligence is permanently boosted by 2d6 points and it is permanently granted the capacity of speech intelligible to humans and demihumans, typically acquiring the Common tongue of humans

immediately through the magic of this spell (or possibly elvish, if the caster is an elf or half-elf).

There is a 1% chance per level of the spell-caster that the increase in sentence and the acquired capacity for speech will breed true in succeeding generations. This chance is doubled if both parents have been similarly augmented.

The material components are the priestess's holy symbol and a small vial of water gathered from the River Rauvin at Silverymoon Ford within the past fortnight.

Notes: Granted by the sylvan deity Lurue the Unicorn Queen of the FORGOTTEN REALMS setting.

Silverbeard — Dwarf

(Alteration)

Sphere: Combat

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the priest temporarily transforms his beard into refined silver. In addition



to the stunning visual impact of this spell effect, a *silverbeard* serves as an unusual shield in combat situations.

If the priest is unarmored, *silverbeard* confers a base AC of 8 (7, if a shield is also borne) for the duration of the spell. If armor of any sort is worn, this spell confers a +1 AC bonus for the duration of the spell. Repeated use of this spell gradually transforms the color of the priest's beard to silver.

The material component is the priest's holy symbol.

Notes: Granted by the dwarven god Clangeddin Silverbeard.

Singing Stone

(Alteration)

Sphere: Divination, Elemental Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Permanent

Area of Effect: 1 stone

Saving Throw: None

This spell traps a short tune—one that the caster can sing with three breaths or less—in a stone. Whenever the stone is either tapped or entirely immersed in water, it emits the tune, repeating it at 1-turn intervals if immersion continues. Any solid stone no larger than the caster's fist will serve, and the music can consist only of sounds the caster can make himself (in other words, singing, playing an instrument, and thumping out a rhythm simultaneously as about as complex as the captured sound can be). In the past many gemstones have been used for this spell, though it is a false rumor that granite and other simple stones cannot carry tunes as beautifully.

The "tune" need not involve vocal sounds; it may be a message spoken or chanted rather than sung. In any case, the pitch, timbre, and inflections of the voice and/or instrumental sounds are precisely duplicated, and listeners could mistake the sounds of a singing stone for a particular person's actual voice. This spell has been used to prepare traps, leave behind wills or dying messages, and to preserve the best work of the bards. Certain temples of Milil have entire libraries of carefully racked stones. Long tunes are played back by tapping a row of stones, each one enchanted with this spell to capture a segment of the ongoing tune.

The maker of the sound to be captured must be the caster. There is no known way to use this spell to capture the words or song of another being. The

spell does not pick up the words of others or background noise, even if such things were present as the spell was cast, but it does preserve throat-clearings, mistakes, and other noises—such as the clatter of something dropped by the caster—that the caster may not want preserved. The sound is preserved at the volume level reaching the stone. Loud shouting or music is recorded as loud.

The spell range refers to the fact that the stone must be touched. The caster can, if desired, move away from the stone to achieve an echoing effect or a distant sound and can even choose to move continuously toward, away from, or around the stone while recording. The recorded sound will reflect this. The recording time is the three breaths following the round of casting when the stone is touched, and the magic causes the stone to glow a faint rose-red while it is capturing sounds.

The material component is a small hollow metal tube (chime).

Notes: Granted by Muhl, Lord of Song, of the FORGOTTEN REALMS setting.

Sink into Earth

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Special

Saving Throw: None

The druid casting this spell can choose to sink himself or one nonliving object into the earth for a distance of up to 5 feet per level, measured from the point at which the object rests on the earth. The object or druid so sunk can come back to the surface at will or automatically so when one day per level of the druid has past. While sunk, the druid or object is completely safe from burrowing creatures or movements in the earth. In addition, the druid enters a state of hibernation, requiring no food or water for the duration of the spell. If a cave or other opening lies beneath the object when this spell is cast, the object drops through the roof of the cave and lands on the floor, taking no damage, whereupon the spell continues where it left off.

The material components are a miniature shovel and a bit of earth.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Siren Song

(Enchantment/Charm, Illusion/Phantasm)

Sphere: Charm

Level: 2

Range: 300 ft.

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn

Area of Effect: Special

Saving Throw: Neg.

The victim of this spell hears haunting, beautiful music and is overwhelmed by a desire to find the music's source. The sound is illusory and is, therefore, impossible to find. The affected creature wanders aimlessly in the area of effect looking for the source of the music. The desire is so all-consuming that the creature ignores food and treasure, though not obvious dangers. (The creature can be caught by hidden dangers, of course, and many who wade or swim out into the sea risk drowning or attack.) The creature fights all attempts at constraint by either friend or foe. In the first round of combat, the creature is surprised, strikes last in the round, and fights at -2 to attack and damage rolls; thereafter, it fights at -1 to attack and damage rolls but normally otherwise. Should the creature be injured in combat or forced out of the area of effect, the spell is negated and the creature returns to normal immediately.

To use this spell, a spellcaster need not be underwater, but must be within 60 feet of the sea or the spell fails to work. Also, the creature affected by the spell must be in the area of effect when the spell is cast; this area encompasses a globe with a radius of 60 feet plus 30 feet per level. Those who wander into the area of effect after the casting are unaffected. The creature is allowed a saving throw vs. spell is modified by the Intelligence of the creature. The more intelligent the creature, the more beautiful the music seems. Creatures of Intelligence 4 or less (semi-intelligent) roll with a +2 bonus on their saving throw. Those of Intelligence 5-7 (low) roll with a +1 bonus. Those of Intelligence 8-12 (average to very) roll normally. Creatures of Intelligence 13-14 (high) save with a -1 penalty. Those of Intelligence 15 or greater receive a -2 penalty. The caster can affect one creature for every three levels attained (e.g., one at 3rd level, two at 6th level, three at 9th level, and so on).

The material component is any large, empty sea shell.

Notes: Uncommon for sea priests; otherwise very rare.

Sirocco

(Evocation)

Sphere: Elemental Air or Silt

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d6 turns

Area of Effect: 10 ft./level

Saving Throw: Special



With this spell, a caster summons up a *sirocco*, the burning desert wind of legend. The caster must be able to see the sky to cast this spell, and must be in an area covered with sand or loose stone. Calling up a *sirocco* is dangerous, because the priest can not control it once it is summoned.

At the end of the round in which the spell is cast, a blast of scorching wind emanates from the caster and sweeps along the ground before him, whipping up small objects and particulate matter, and carrying them along at tremendous speed. Creatures of size L and smaller must make a saving throw vs. petrification at -4 or be bowled over by the force of the wind, and spends both the current round and the next one in the *sirocco* attempting to stand. All items caught in the storm (including metal) are abraded by flying grit and must save vs. acid or be destroyed. Magical items save with their bonuses added to the basic roll. Living creatures suffer 2d10 points of damage per round of exposure.

The only way to escape a *sirocco* is to move outside its area of effect. Ground movement rates for all creatures inside are reduced to 10% of normal; all other movement (except innate teleportation or planar travel) is impossible. Killing the caster or rendering him unconscious will not end the spell, and he cannot end it prematurely even if he wishes. The caster is not bound to remain in place after the spell has been cast, but he cannot cast other spells until the *sirocco* has run its course or been dispelled.

Once the *sirocco* has started, it drifts in a random direction. Each round, select a direction to be 12 o'clock, and roll a d12. The number indicates the direction the *sirocco* moves for 2d10 yards.

The range of the spell depends upon the caster's level. The storm's center can be created at any point up to the limit of the range. The caster is not immune to the effects of the storm.

Notes: Uncommon for Elemental priests of Air or Earth from the DARK SUN setting; otherwise, very rare.

Sixth Sense — Elf

(Abjuration)

Sphere: Protection

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr.

Area of Effect: The caster

Saving Throw: None

By means of this spell, the priest is imbued with a sixth sense, alerting him or her to unexpected danger (to the priest or an ally) within ten feet of the caster's current position. Although the exact nature of the threat is never revealed, the priest does realize that something dangerous is about to occur a moment before the event unfolds. While so protected, the priest receives a +3 bonus to all surprise checks, and any ability check made to determine the success of an immediate reaction to a dangerous situation is made with a +3 bonus. For example, if the priest is working his way along a high mountain ledge, the magic of this spell might warn of a powerful gust of wind in time to grab onto an outcropping of rock, and the priest would receive a +3 bonus to her Strength check to hold on to the rock spur. Likewise, if an ally would step onto a hidden pit trap, the priest realizes his friend's danger in time to make a desperate grab for his arm and receive a +3 bonus to his Strength check to hold on. In addition, *sixth sense* provides a +3 bonus to saving throws made to avoid natural hazards such as rockfalls, avalanches, and so on.

The material components are the priest's holy symbol and a drop of sweat.

Notes: Granted by the elven god Corellon Larethian.

Skeletal Servant

(Necromancy)

Sphere: Necromantic

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 week

Area of Effect: 1 body or skeleton

Saving Throw: None

This spell temporarily animates the bones of a dead human, demihuman, or humanoid creature of man-sized or less. The resultant skeleton obeys only simple commands until it is destroyed,

turned, or dispelled, or the spell duration expires. As with the creations of the more powerful *animate dead* spell, a skeletal servant can be commanded to guard an area, follow the caster, carry heavy objects, and so on. The servant is not well suited to complex tasks (such as cooking, for instance) and is generally created to serve as a porter or temporary bodyguard. A priest can have only one skeletal servant per level of experience in service at once.

The material component is a handful of graveyard dirt. As with the more powerful *animate dead* spell, the creation of a skeletal servant is not a good act, and only evil priests use it frequently.

Notes: Restricted to necromancer-priests, common.

Skip Day

(Invocation/Evocation)

Sphere: Time

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 10-ft. radius

Saving Throw: Neg.

When this spell is cast, all persons and intelligent creatures within 10 feet of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of the *skip day* spell.

No time passes for affected creatures; they are in the exact condition that they were in before the spell was cast. They remain as fatigued, have recovered no hit points, and carry the same spells. Wizards must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before the *skip day* spell was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although this spell is a possible substitute for teleporting out of a dangerous situation, it is not without risk; those affected could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

Notes: Common for priests with major access to the sphere of Time (ToM).

Skulk

(Illusion/Phantasm)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell gives willing recipients the chameleon-like ability to move quickly and quietly (+20% chance to Move Silently, +2 bonus to normal movement rate) or to freeze into immobility and blend into the background of their surroundings. While immobile, a recipient is 90% likely to be passed by unnoticed. In forest and subterranean settings, spell recipients can pass almost without trace. Anyone following the recipient of a *skulk* spell in these surrounding has one-fifth his or her normal chance to track successfully.

While under the effects of a *skulk* spell, morale checks by the recipient of a *skulk* are made at a -2 penalty. Saving throws vs. magical fear are made at a -6 penalty.

There is a 1% noncumulative chance per use of this spell that the recipient is permanently trans-



formed into a skull. When this happens, the victim undergoes an immediate and permanent physical metamorphosis. Any shift in alignment or development or improvement of thieving skills as a result of the transformation occurs over a period of one to two years.

The material component is a small piece of skin from a chameleon, a dead spider of any size, and the priest's holy symbol.

Notes: Granted by Ibrandul, the Skulking God, of the FORGOTTEN REALMS setting.

Skulk: THACO 19; #AT 1; Dmg by weapon type, usually 1d4 (dagger) or 1d6 (short sword); AC 7; HD 2; MV 12; SA backstab as 5th-level thief (+4 bonus to back attack roll and triple damage when successful), completely silent movement, -3 penalty to opponents' surprise rolls; SD camouflage, hard to track; SW cowardly; SZ M (5 to 6 feet tall); Int average (8-10); AL CE; ML unsteady (5-7); XP 175; *GREYHAWK Monstrous Compendium Appendix*.

Notes: Class and racial abilities supersede these statistics when applicable.

SD—90% invisibility when immobile, one-fifth normal chance to track in forest and subterranean settings.

SW—Skulls try to run when first wounded or when the odds are less than two to one in their favor. They never engage in direct combat unless trapped, but rather backstab and run, to later sneak up on opponents again.

Skull of Secrets

(Invocation/Evocation)

Sphere: Guardian

Level: 4

Range: 5 yds./level

Components: V, S

Casting Time: 7

Duration: Varies

Area of Effect: Special

Saving Throw: None

This spell creates the intangible image of a floating skull trailing black flames. The skull appears to have eyes of flame, but neither its eyes nor its tail of flames are real, and they cannot burn or harm anything. It floats within a 20-foot-diameter sphere, drifting about at MV Fly 18 (A). *Dispel magic* destroys it, but it cannot otherwise be touched or harmed.

The skull delivers a verbal message of 22 words or fewer (which cannot be an incantation that launches a spell) and spits a tongue of real flame. The message to be spoken is spoken by the caster when the spell is cast. The flame is a cone of magical fire 1 foot in diameter at its wide end and 10 feet in length, whose touch deals 3d4 points of damage to exposed flesh and readily ignites all flammables.

Both the message-speaking and the fiery "breath" occur when complex and specific conditions set during the casting are fulfilled; these trigger conditions are similar to those set up by wizards in the casting of *magic mouth* spells. The message and the flame can have the same or a quite different set of fulfillment conditions. When both actions are performed, the image of the skull slowly fades away.

This spell is usually employed to ignite funerary pyres and to set afire foes of the faith; its visible form serves to dupe the faithful into thinking that Cyric is personally manifest at an event.

Notes: Granted by the evil god Cyric of the FORGOTTEN REALMS setting.

Slave Scent

(Divination)

Sphere: Elemental Air

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 person

Saving Throw: None



When this spell is cast, the priest can use scent to discover whether a person is a freeman, slave, escaped slave, or noble. Templars use this spell to detect escaped slaves. If an air priest finds a slave by using this spell, elemental air spirits demand that he or she free the person.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Slay Living

Reversed form, raise dead.

Sleep of Dragons

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell, the caster causes a being to fall into a deep slumber similar to the hibernating sleep of dragons. While in this state, the being does not require food, drink, or air, and ages only a single year per century. This magical slumber can be ended only if the being is killed, dies of old age (a process that usually takes millennia), or is touched with a fragment of dragon bone, no matter how small. *Dispel magic*, *remove curse*, and such general remedies do not work. In addition, immunities and magical resistances to the common *sleep* spell do not work upon the *sleep of dragons* enchantment.

The recipient of this spell must be touched by the priest. Unwilling creatures are allowed a saving throw vs. spell, adjusted for Wisdom, to avoid the effect.

The material components are the priest's holy symbol and a thimbleful of dragon's blood.

Notes: Granted by the evil dragon god Tiamat to human worshippers.

Slicing Shadow

(Invocation/Evocation)

Sphere: Combat

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 8

Duration: 3 rds.

Area of Effect: Up to twelve 10-ft. cubes

Saving Throw: ½

This spell creates a smoky, immobile cloud in which black, whiplike whorls of deeper darkness appear and disappear. They have only momentary solidity, yet they slice as if they were unbreakable, razor-sharp ribbons of steel. All creatures who come into contact with a *slicing shadow* suffer 4d4 points of damage per round of contact, except its caster, who can move and act freely within the cloud without suffering harm. During every round in which they are in contact with the cloud, crea-

tures are allowed a saving throw vs. spell. If it is successful, they take only 2d4 points of damage on that round (additional saving throws must be made for each round).

The caster can choose what volume of area to affect with the spell (up to the maximum) and can end the spell early if desired.

Notes: Granted by the Mask, god of thieves of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Slow Boon

(Necromancy)

Sphere: Healing

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 turn

Area of Effect: The caster or one touched recipient

Saving Throw: None

Casting this beneficial spell restores 2 hit points of damage to its recipient and then 1 hit point at the end of every round thereafter until the spell expires. "Extra" hit points cannot be gained by the recipient of a slow boon, but subjects will be aware the moment they reach "full" hit points and can (by direct flesh-to-flesh contact with another willing being) confer the rest of the boon (1 hit point per round) on another creature or creatures (one per round; a direct touch is required in all cases).

The material component is a fragment of bone (of any size and from any creature) painted with the symbol of Ilmater.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Slow Poison

(Necromancy)

Sphere: Healing

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if it is cast upon the victim before the poison takes full effect. (This period, known as the *onset time*, is



known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in hopes that, during that period, a full cure can be accomplished.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Notes: Common for clerics and druids (PHB).

Slow Poison — Shukenja

(Necromantic)

Sphere: Healing

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

Casting this spell upon a poisoned individual slows the effects of that poison, restoring life to that individual for the duration of the spell. The poison is not neutralized, and 1 hit point is lost per turn, which can reduce the individual to a minimum of 1 hit point for the duration of the spell. A poisoned individual who receives no further remedy by the end of the spell's duration will perish.

The material components are the shukenja's holy symbol and a bud of garlic.

Notes: Common for oriental priests; otherwise, very rare.

Slow Rot

(Abjuration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 wk./level

Area of Effect: Special

Saving Throw: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell won't take effect upon meat of any type.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low-level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in an orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

Notes: Uncommon for druids and priests with access to the sphere of Plants (ToM).

Smite

(Evocation)

Sphere: Combat

Level: 6

Range: 5 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 20-ft. cube

Saving Throw: ½



This potent spell is an example of the shukenja's (and his deity's) wrath. Upon uttering a single word, the shukenja points his holy symbol at the target area. All within the area of effect must immediately make a saving throw vs. death magic. Those creatures that fail the save are stricken by wracking pains causing 2d10 points of damage. Furthermore, they are blinded and diseased just as if they had been affected by *cause blindness* and *cause disease*. Those creatures that make the saving throw suffer 1d10 points of damage and are temporarily blinded for 1d6 rounds.

The material component is the shukenja's holy symbol.

Notes: Common for oriental priests; otherwise, very rare.

Smiting

(Conjuration, Evocation)

Sphere: Combat

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Weapon touched

Saving Throw: None

This spell increases the striking power of a normal or magical blunt weapon. A normal weapon gains a bonus of +1 to hit and damage per four levels of the caster, to a maximum bonus of +5. Any adjusted attack roll of 20 or more inflicts triple damage, but shatters the weapon, ending the spell.

A magical weapon gains a +1 bonus per application of the spell, with no special damage capabilities. The total bonus of a weapon cannot be raised above +5.

The material component is the priest's holy symbol.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newzine.)

Smoke Bridge

(Alteration)

Sphere: Elemental Fire

Level: 5

Range: 300 yds.

Components: V, S, M

Casting Time: 4 rds.

Duration: 1d4 turns

Area of Effect: Creates bridge up to 300 yds. long

Saving Throw: none



To create a *smoke bridge*, a priest (usually a shaman) calls upon the elemental spirits of fire. From the smoke of a burning fire the priest magically shapes a bridge of the desired shape and length (but no more than 300 yards long). Once the bridge is shaped, it becomes as solid as a comparable bridge of stone, and stays that way for the duration of the spell. This spell can also be used to create a similar staircase or ladder of equal length and stability.

When the spell ends, the smoke returns to its original gaseous form and slowly drifts away.

Notes: Rare for oriental priests; otherwise, virtually unknown.

Smoke Ghost

(Alteration)

Sphere: Elemental Fire

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Creates 1 apparition

Saving Throw: Special

A priest can use this spell to affect smoke, drawing it into a wraithlike cowed form that flies or glides, drifting up to 150 feet per round in the direction the caster wishes. The *smoke ghost* is not a living creature or sentient force. It cannot wear clothing, carry things, or be made to speak. It is merely an apparition with one attack ability: It can envelop a being and suffocate it with thick, choking smoke and ash.

A *smoke ghost* is a cloud of thick, billowing gray smoke approximately 9 feet high by 2 feet in diameter. It is roughly man-shaped. It cannot achieve a greater stable volume, and its precise form is variable in accordance with the caster's wishes. A *smoke ghost* can rise into the air 10 feet per level of the caster or be made to sink to the ground, flowing along the earth like some sort of living blanket. It can seep and maneuver through cracks and crevices precisely as the caster wills. It can shift into a globe form or wall form in one-quarter of a round (15 seconds).

The *smoke ghost* attacks by attempting to envelop a creature. A saving throw vs. breath weapon must be made each round against the *smoke ghost* attack until the spell expires or the *smoke ghost* is moved to another target. If the saving throw is successful, the affected creature's attacks are at a -1 penalty, and 1 point of damage is inflicted upon the *smoke ghost's* victim at the end of the round. Affected creatures who make their saving throws are able to utter item command words, power words, or cast other spells that require only a single spoken word. Doing so wracks the affected creature with uncontrollable coughing fits for the following round, making them unable to take offensive action that round (but not affecting their saving throw).

The failure of this saving throw vs. breath weapon (either in the first round or a successive round) means the creature is enveloped. Enveloped victims are partially blinded; all their attacks are made at a -2 penalty. They also take 1 point of damage at the end of the round. Enveloped victims find spellcasting and even normal speech impossi-

ble, resulting in violent retching and coughing when these are tried. These penalties and this rate of damage continue until the third round of envelopment.

Beginning with the third round of envelopment, a creature must make a successful saving throw vs. death magic each round or be rendered unconscious through suffocation. Each following consecutive round of envelopment adds another -2 penalty to the roll (for a -2 penalty on the fourth round, -4 on the fifth, and so on).

Assuming he or she is not killed through the accrual of damage (hit points reduced to below 0 or -10, if that optional rule is in use), an unconscious character eventually recovers. One-quarter (25%) of the smoke damage is actual, the rest is temporary.

The caster must be able to see the *smoke ghost* to direct it, and controlling the apparition requires the caster's full attention. The caster can cast no other spells nor take any other offensive action while controlling the *smoke ghost*, although the caster can voluntarily release control of it. An undirected *smoke ghost* hangs motionless until the caster takes control again, it is dispelled, or the spell expires. A victim who was being assaulted by a *smoke ghost* that becomes undirected is considered to automatically find himself or herself in fresh air (if such is available) on the round that the ghost becomes undirected. If subsequently reattacked by the *smoke ghost*, the entire attack sequence must be restarted from its beginning. Previous damage caused by the *smoke ghost* is assumed to linger until about a turn after the ghost finally disappears. A *ghost* that reaches the caster's maximum range stops and remains in place until directed elsewhere. The caster can will the *ghost* to disappear into nothingness at any time, an action that takes the *smoke ghost* takes half a round (30 seconds).

It can be destroyed by a *gust of wind*, *dispel magic*, or strong natural winds. Any magics that affect vapors also affect it. It is not affected by weapons.

The caster creates the *smoke ghost* by means of a pinch of dust and some mistletoe that are cast into an existing fire or cloud of smoke of magical or natural origin.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting.

Snake Barrier

(Evocation)

Sphere: Protection



Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 4

Duration: 3 rds./level

Area of Effect: 20 ft. square/level

Saving Throw: 1/2

With this spell, the shukenja creates a painful barrier against snakes, reptiles, and serpent-like creatures, including dragons. The spell creates an invisible wall, covering a 20-foot x 20-foot area per level of the caster, that can be shaped as the caster desires. Although the barrier is not visible, serpents of all types are aware of its presence. Those not overtly hostile avoid the area of the spell, leaving it alone. Serpents with hostile intent can try to pass through the wall. However, those with 4 or fewer Hit Dice must first make a successful saving throw vs. paralyzation or they cannot cross the boundary. Any serpent that does cross the boundary must make a saving throw vs. spell or suffer 1d4 points of damage for every level of the caster. A successful saving throw reduces the damage by half.

Using this spell in the presence of intelligent serpent creatures usually enrages them, or at least reduces their chances of befriending and aiding the shukenja.

The material component is a shed snake skin.

Notes: Common for oriental priests; otherwise, very rare.

Snake Charm

(Enchantment/Charm)

Sphere: Animal, Charm

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 30-ft. cube

Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semi-erect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or



attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, and so on. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as nagas, couatls, and so on, subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Notes: Common for clerics and druids (PHB).

Snake Charm (of Sseth)

(Enchantment/Charm)

Sphere: Charm

Level: 1

Range: 10 yds.

Components: S,

Casting Time: 1

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

By staring into a creature's eyes and swaying his or her head back and forth slightly, the caster can hypnotize one creature. The creature is entitled to a saving throw vs. spell. Success means the spell has no effect. Failure means the creature falls under the effects of the *snake charm*. This spell has no effect on undead creatures of any sort.

While entranced, the affected creature simply stares at the spellcaster and cannot perform any other action. The spell effect ends immediately if the caster performs any other action except moving at no more than half normal movement rate or if the creature is physically shaken or attacked in any manner.

A *snake charm* is not a particularly deep enchantment, hence the subject can respond to any attack in the same round, although always attacking last and performing only a single action if normally allowed multiple actions.

Notes: Granted by the snake god Sseth of the FORGOTTEN REALMS setting.

Snake Skin

(Alteration)

Sphere: Animal

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell enables spellcasters to shapechange into any species of constrictor, giant constrictor, poisonous snake, giant poisonous snake, spitting snake, or jaculi (as detailed in the *MONSTROUS MANUAL* tome). For the duration of the spell, casters can assume a new snake form once per round or revert to their original forms. The spell is immediately ended when a spellcaster returns to his or her original form.

Upon first assuming a snake form and upon returning to their original forms, the casters heal

1d6×10% of all damage they have suffered (round fractions down). (Priests are not healed every time they assume a new snake form, only the first time.)

While in the form of a snake, casters of the *snake skin* spell take on all of that serpent's characteristics: its movement rate and abilities, its Armor Class, number of attacks, damage per attack, and any special abilities. The caster's clothing (if any) and one item held in each hand also become part of the new body; these reappear when a spellcaster resumes his or her normal shape. The items cannot be used while casters of *snake skin* are in serpent form.

In the final transformation back from *snake form* casting priests shed their snake forms' skins. Discarded skins do not vanish with the termination of the spell. A discarded skin can be used or treated as any other snake skin of the corresponding species.

The material component is a small piece of desiccated skin shed by any serpent.

Notes: Granted by the snake god Sseth of the FORGOTTEN REALMS setting.

Snake Summoning

(Enchantment/Charm)

Sphere: Animal

Level: 2
Range: 120 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 turn/level
Area of Effect: 120-ft. radius
Saving Throw: Special



This spell allows the shukenja to summon all snakes, serpents, and serpent-like creatures within the area of effect. Creatures with Hit Dice greater than the level of the shukenja and those creatures with a high Intelligence are allowed a saving throw vs. spell to avoid the effect. If the saving throw is failed or the creature not allowed a save, it comes to the shukenja and follows him about, so long as the shukenja maintains concentration on the spell. The creature makes no attempt to harm the shukenja or those with him, unless they are attacked. Once attacked, the spell is broken. The shukenja can move at half his normal movement rate without breaking his concentration. At the end of the spell, the serpents revert to their normal state, with all the consequences this may entail.

The material component is a small silver flute, which is played throughout the duration of the spell.

Notes: Common for oriental priests; otherwise, very rare.

Snakes To Oars

Reversed form, oars to snakes.

Snakes To Sticks

Reversed form, sticks to snakes.

Snapdragon

(Alteration)

Sphere: Plant

Level: 3
Range: 80 yds.
Components: V, S, M
Casting Time: 6
Duration: 3 rds./level
Area of Effect: 20 ft. radius
Saving Throw: Special

This spell is named after the little flower whose petals can be manipulated like jaws. Upon casting this spell, all blooming plants in the area of effect become animated and carnivorous. They writhe and stretch, biting at creatures passing through the area. They also shoot their pollen at creatures within the area of effect, in imitation of a dragon's use of its breath weapon. Creatures passing through this spell area take 2d4 points of damage from plant bites each round they are within the area of effect. Flowers shoot pollen at creatures in the area of effect. This causes a disabling sneezing and choking attack that prevents any action other than staggering about at half movement rate for as long as the creature remains in the area and 1d4+1 rounds thereafter. A successful saving throw vs. spell reduces damage from bites to 1d4 points per round, and negates the pollen attack for five rounds. Creatures remaining in the area longer than this, or leaving and then reentering must make another saving throw to avoid the effects.

The material component is a snapdragon blossom.

Notes: Very rare druid spell. (Updated from *DRAGON Magazine*.)

Snare

(Enchantment/Charm)

Sphere: Plant

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3 rds.
Duration: Until triggered
Area of Effect: 2 ft. diam. + 2 in./level
Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Underwater, the cord coils back upon its anchor point.

The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour—22 after two hours, 21 after three, 20 after four until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

Notes: Common for druids (PHB).

Snow Boots

(Alteration)

Sphere: Elemental Water

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates heavy but amorphous fields of air around the lowest pair of extremities of either the caster or one touched creature (who must be willing or the spell fails). The fields do not

hamper movement overmuch (no Dexterity penalties), but their density does slow movement rates by 1 point.

The magic allows creatures who would normally break through a crust of snow or ice to glide atop it by spreading out their weight. It also absolutely prevents their falling over due to an external thrusting force or attack, though they can deliberately launch themselves into a dive or fall. The prohibition on falling works only on upright bipeds of 9 feet or less in height and who have at least two walking limbs (legs). The magic does not permit water walking on open water, but does slow sinking in water from a plunge into a round-long settling (allowing an alert victim to hurl at least one item from his person, or to make one grab at any nearby anchor point).

While the *snow boots* spell last normally lasts for one round per caster level, a caster using the spell personally can dismiss it earlier if desired. Once brought into being, the *snow boots* effect cannot be transferred from one being to another.

Notes: Granted by Auril, called Frostmaiden, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Snow Snake

(Alteration, Invocation/Evocation)

Sphere: Combat, Elemental (Water)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Hemisphere, 10-ft. radius

Saving Throw: Special

This spell can only be cast to affect an area where there is an amount of snow of at least twice the caster's body volume. It causes the snow to rise up in a serpentine mass and strike at targets in an area of the caster's choosing. As the magic affects only snow, it can also be used to uncover buried items lost in the snow (which will be left behind by the moving snow) or lying on the ground beneath. A *snow snake* can also be ridden by its caster in a "wave" movement that carries the priest (only) a maximum of 20 feet upward and 50 feet horizontally.

Its most popular use, however, is as an attack spell. It smashes down in a dome-shaped area 20 feet in diameter, extinguishing any fires present in that zone and crushing for 6d4 points of damage. If a *snow snake* extinguishes any fires when striking, all creatures in the hemisphere suffer an additional 1d4 points of harm from a flurry of scalding

steam. Creatures in the hemisphere of effect are encumbered by deep snow and are slowed to half movement rate for as long as they remain in the affected area. (If they choose to leave the hemisphere directly, their movement is slowed only for the round after the strike of the *snow snake*.)

All creatures in the area of a *snow snake* strike are allowed a saving throw vs. spell. Those who succeed take only half damage and are considered unencumbered (but any steam damage takes its normal effect).

All items within the area of effect (except those worn or carried by a creature who successfully saves vs. the spell) must make item saving throws vs. crushing blow.

If *snow snake* spell is cast into an area that has been affected by an *ice storm* or *cone of cold* spell within the previous 4 rounds, its base damage becomes 6d6 points (steam damage is unaltered).

The material components are snow and a single tear, drop of spittle, or drop of water in the caster's palm (the last can, of course, be melted snow).

Notes: Granted by Auril, called Frostmaiden, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Soften Earth and Stone — Gnome, Halfling

(Alteration)

Sphere: Elemental Earth

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 10-ft. square/level

Saving Throw: None

When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell.

Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal

movement rate, with no chance of being incapacitated for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

Natural vertical surfaces such as cliff faces or cavern ceilings can be affected by *soften earth and stone*. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

The material component is a bit of slip (wet clay) from the wheel of a master potter.

Notes: Granted by the evil gnome god Urdlen, and by the halfling god Urogalan, the protector of the dead.

Softwood

(Alteration)

Sphere: Plant, Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 man-sized target/3 levels

Saving Throw: Neg.



The recipient of a *softwood* spell is immediately surrounded by soft, spongy wood, similar to that of a rotting stump. The created softwood is a living entity that inhabits the air envelope of the individual, sustaining his or her life at a lower level than normal. The individual is placed in suspended animation.

The softwood cocoon is extremely resistant to heat and cold. While the form within is unconscious, it cannot be harmed. A creature in a softwood cocoon could fall to earth and the heat and impact of the fall would be absorbed by the spell.

The softwood cocoon dissolves in open air. If it enters and stays in a new envelope of fresh air for longer than three turns, the softwood dissolves, letting the individual loose. A *softwood* spell cast in the open air will be effective for three turns, cocooning the target for 30 minutes, then dissipating in a single round.

The *softwood* spell was created as a defensive measure, to preserve those cast adrift in space. For



each three levels of experience, a priest can affect an additional individual. An enterprising priest might use the spell as a handy method to contain enemies, and as a way to send both foes and mutinous friends into wildspace (and off their ships) without having to slay them.

The material component is any bit of bark. The *softwood* spell creates the same type of bark covering the body. (If maple is used, then the covering will appear as maple, if pine, it will appear as pine.) If the bark of a sentient or monster-type plant is used, the softwood has similar physical features, but lacks any special abilities of the original.

Notes: Rare spell for priests from a spelljamming culture; otherwise, virtually unknown.

Sol's Searing Orb

(Invocation)

Sphere: Sun

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 gem

Saving Throw: Special

This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is not possible for the priest to give the stone to another character to throw.

The stone can be hurled up to 30 yards. The priest must roll normally to hit, with a +3 bonus to the attack roll and no penalty for nonproficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however.

When it hits, the gem bursts with a brilliant searing flash that causes 6d6 points of fire damage to the target creature and blinds it for 1d6 rounds. The creature is allowed a saving throw vs. spell. If successful, only half damage is sustained and the creature is not blinded. Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if they fail. They receive 6d6 points of damage and are blinded for 1d6 rounds if the saving throw is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a 3-foot radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All subjects are allowed a saving throw vs. spell, with success indicating half damage and no blindness. The grenade-like missile table in the *DMG* is used to determine where the stone hits.

The material component is a topaz gemstone worth at least 500 gp.

Notes: Common for priests with major access to the sphere of Sun (*ToM*).

Solipsism

(Alteration)

Sphere: Thought

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 100 sq. ft. + 100 sq. ft./level

Saving Throw: Special

This unusual spell is similar to *phantasmal force* and other illusion magic, except that the priest who casts the spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the

spell's area of effect. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

The *solipsism* spell is the opposite of a normal illusion, in that anyone other than the caster must make an active effort to believe the illusion (rather than disbelieve it). Those trying to believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon, modified by the magical defense adjustment for Wisdom. A successful save means that the character believes the illusion and it is part of reality for him. A failed save means that the character cannot convince himself of the illusion's reality, and the illusion has no effect on him. A character can make a single attempt to believe each round.

Unlike true illusions, the image created by this spell does more than just duplicate reality. The image formed is real for those who believe in it. The illusion has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause real damage to those who believed it.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or until he is rendered unconscious. The level of concentration required is not extreme; the priest can move normally and can engage in combat, but is unable to cast any spell while maintaining a solipsistic illusion.

Solipsism can create only illusions that are external to the priest. Thus, the priest cannot create an illusion that he is the size of a giant, is unwounded, or has sprouted wings.

The material components are a lotus blossom that the priest must swallow and a bit of fleece.

Notes: Common for priests with access to the sphere of Thought (ToM).

Solitude — Elf

(Enchantment)

Sphere: Wards

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 10-ft./level radius

Saving Throw: None

By means of this spell, the caster significantly reduces the possibility that he or she might be dis-

turbed by other sentient beings (defined as beings of low Intelligence or greater). As long as the priest remains within a fixed radius of the point where the spell is cast, there is a reduced chance that any will intrude purely by happenstance. Should a chance encounter occur, the caster receives a saving throw vs. spell to avoid it.

The radius of *solitude*, beyond which the priest cannot pass without ending the spell, is 10 feet per level of the caster. If the priest moves beyond the perimeter set when the spell is cast, the spell effect ends immediately and the normal probability of random encounters resumes (although there is no implication that an encounter will necessarily happen immediately thereafter). Thus spell also ends whenever the priest's presence is discovered by a sentient being or when another sentient being enters the radius of the spell effect, whether they are aware of the presence of the caster or not. Obviously, this spell has no effect if cast in the presence of other sentient beings.

For example, if the priest casts this spell in the middle of a forest, far away from any settlement or road, there is no chance of a random encounter disturbing his or her *solitude*. Still, someone specifically following clues to the priest's location (whether or not the tracker is aware of exactly whom he or she is seeking) would be totally unaffected by this spell's enchantment. If, however, the priest cast this spell within visual range of a road or other location with regular traffic, while the spell would ensure that no one would simply stumble across the caster as they traveled through the woods, it would provide no isolation from discovery by those who use the thoroughfare as a matter of course.

The material component is a handful of earth sprinkled along the perimeter of the region of enforced *solitude*.

Notes: Granted by the elven god Fenmarel Mestarine.

Song of Compulsion

(Enchantment/Charm)

Sphere: Charm, Law

Level: 3

Range: 60 yds.

Components: V

Casting Time: 6

Duration: 1 turn + 1d6 rds.

Area of Effect: 1 to six beings in a 60-ft. cube

Saving Throw: Neg.

To set this spell in motion, the caster sings the first verse of a popular and mindless traveling song

having many verses (such as "Ninety-Nine Barrels of Ale on the Wall"). The *song of compulsion* prevents the affected beings from taking offensive actions, casting spells, using psionic abilities, using magical items, or leaving the area of effect until they finish the song (which is assumed to occur when the spell duration expires). Affected creatures can still defend themselves (that is, they receive no Armor Class penalties) and move about within the area of effect, and the effects of a *song of compulsion* on any creature are negated if it is attacked.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three or more beings, each gets a normal saving throw; if only two creatures are being enspelled, each rolls its saving throw with a -1 penalty; if the spell is cast at but one creature, its saving throw suffers a -2 penalty. Saving throws are adjusted for Wisdom. Creatures that make successful saving throws are totally unaffected by the spell. Mindless undead creatures and undead creatures with (individually) more Hit Dice than the caster has experience levels cannot be affected by a *song of compulsion*, and neither can beings who cannot hear or do not understand the language of the caster (although the caster can use magic to become understood in order to affect such creatures).

Notes: Granted by Milil, Lord of Song, of the FORGOTTEN REALMS setting.

Song of Healing

(Necromancy)
Sphere: Healing

Level: 5
Range: 0
Components: V, S
Casting Time: 1 rd. + 1 rd./creature
Duration: Permanent
Area of Effect: Up to 12 creatures in a 30-ft. radius
Saving Throw: None

The casting time of this spell is one round, plus one round per creature to be affected. It affects only beings within range that the caster chooses as spell recipients (unnoticed creatures or those the caster does not want to aid are ignored by this magic) to a maximum limit of 12 beings. A *song of healing* restores 1d8 hit points, plus 1 point per level of the caster, to all recipients. The caster cannot benefit from his own *song of healing*.

The vocalization of the spell unleashes and directs the magic, rather than creating the spell effect, so magical silence (or deafness on the part

of the target being) has no effect on the power or operation of a *song of healing*.

Notes: Granted by Milil, Lord of Song, of the FORGOTTEN REALMS setting.

Soothe

(Invocation)
Sphere: Elemental Water

Level: 4
Range: 0
Components: V, S
Casting Time: 5 rds.
Duration: 1 rd./2 levels
Area of Effect: 10-ft. radius
Saving Throw: None



The caster claps his hands together, making the sound of thunder, and rain begins to fall in a 10 foot radius. Every creature beneath the cloud regains 1 hit point per round, up to the duration of the spell. The rain also causes a -1 penalty to all melee attacks within its area of effect.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Soul Forge — Dwarf

(Enchantment/Charm)
Sphere: Creation, Law

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: 1 hr./level
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the priest strengthens and tempers the moral fiber of a willing recipient. A creature that has been tempered by a *soul forge* is immune to all *fear* effects (including *dragon awe*) and need never check morale. Further, the creature cannot be taken over by an outside intelligence against its will and receives a +1 bonus to its Armor Class and saving throws when attacked by evil creatures. It is rumored that a longer ceremonial version of this spell exists that extends the protection to 1 day per level of the caster.

Soul forge is effective only on lawful good beings. There is a 25% chance this spell will fail when cast on non-dwarves.

The material component is the priest's holy symbol.

Notes: Granted by the dwarven god Moradin.

Soulthrift — Drow

(Alteration, Necromancy)

Sphere: Necromantic**Level:** 7**Range:** Touch**Components:** V, S, M**Casting Time:** 1 turn**Duration:** Special**Area of Effect:** Special**Saving Throw:** Neg.

This spell enables the caster to steal the soul or spirit of a recently-slain being, to empower magic. The caster's holy symbol must be touched to the corpse within 1 turn per caster level of its death. If target creature makes a successful saving throw vs. death magic, the spell fails. Otherwise, the spell calls the life force of the dead being into the holy symbol. It will escape again, by itself, if the holy symbol is not touched to another object within 4 turns. (The corpse itself is not harmed by the *soulthrift*.)

The object to receive the life force is first touched by the holy symbol as a secret word is spoken. The transfer takes 6 rounds to complete. If the transfer is interrupted, the life force snaps back into the holy symbol, but the transfer can be attempted again.

Once transferred, the life force empowers an item to function magically for 1 month or with 10 charges per level or Hit Dice (in life) of the dead being. This spell uses a trapped soul for an engine to power a previously-enchanted magical item. It cannot be used to turn a plain item into a magical one; in other words, one cannot use *soulthrift* to turn a sword into a *holy avenger* +5. The magical item must either be specially crafted to harness a stolen life force (in which case the time duration is used) or must be a charged item that is already enchanted (in which case the recharging function applies). Once the duration is at an end, or the charges are used (such charges are used first), the spirit is released unless the spell is renewed.

Renewing *soulthrift* requires only the enchanted item; the original corpse is not needed. When the spell is renewed the life force must make a successful system shock check (based on Intelligence rather than Constitution) or be annihilated.

The being whose life force has been stolen cannot be contacted, *raised*, *wished* back, or otherwise called back to living existence unless the object empowered by the stolen life force is identified, seized, and held by the being doing the raising. The enchanted object betrays the fact that it holds the essence of the particular being to any



magical scrutiny—that is, a *detect magic* not only shows a magical aura, but reveals the ghostly image of the stolen soul trapped within the item.

The material component is the priest's holy symbol. A suitable enchanted item must also be prepared, but need not be present at the casting of the *soulsteal* (but must be present at any renewal).

Notes: Granted by the drow god Vhaeraun.

Spacewarp

(Alteration)

Sphere: Numbers

Level: 7

Range: 50 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 50-ft.-diameter sphere

Saving Throw: None

According to one view of the universe, what we perceive as gravity is actually a localized warping of the fabric of space-time. The *spacewarp* spell creates a temporary but very intense warping in a limited area.

A priest who casts this spell selects a specific point to be the center of effect. This point can be anywhere within 50 yards of the caster, including in midair.

When the spell is completed, this center of effect gains a gravity field equal to the force felt at the surface of the earth. In other words, gravity is centered at this point; everything within 50 feet of this center that is not attached to something immovable will fall toward the selected point.

This localized gravity affects only loose objects and creatures capable of movement (i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself—soil, plants, desert sand, lake water, and so on are immune to the effect.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly arriving objects will slam into them, causing normal falling damage (1d6 per 10 feet) to the newly arriving objects. Objects previously at the center must save vs. paralyzation or suffer half that amount of damage.

Consider the following example. An orc is 10 feet away from the center of effect when the spell is cast. He falls 10 feet to the center and stops. His companion, a bandit, is 30 feet from the center. It takes him longer to fall to the center, so the orc is

already there when he arrives, and the two characters collide forcefully. The bandit suffers 3d6 hit points of damage—the falling damage associated with a 30-foot fall. The orc must save vs. paralyzation or suffer half that amount.

Other things are caught in the effect as well. The bandit's horse was 50 feet away from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50 feet, suffering 5d6 points of damage, and potentially inflicting half that amount on both the orc and the bandit.

The center of effect can be anywhere within 50 yards of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50 feet of that creature falls toward him and strikes him, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any characters or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material components are a lodestone and a sphere of obsidian, both of which are consumed in the casting.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

Spark of Blinding

(Conjuration)

Sphere: Elemental Sun

Level: 1

Range: 15 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 rds.

Area of Effect: 10-ft. radius

Saving Throw: None



This spell causes a brilliant but tiny spark of light to flash before a creature's eyes, blinding it for 1d4 rounds. During that time, the creature fights as if blinded, and makes all saving throws at a -2 penalty. A successful saving throw vs. spell negates this effect. The priest can cast this spell only above ground and in the presence of the sun.

Notes: Uncommon for priests from the Dark Sun setting; otherwise, very rare.

Sparkling Sword — Halfling

(Evocation)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd. or 1 rd./level

Duration: Special

Area of Effect: Caster's melee weapon

Saving Throw: None

When this spell is cast, the caster's weapon (usually a sword for specialty priests of Avoreen) takes on a bright, sparkling silver glow. The spell has two forms, one of which is chosen at the instant of casting.

A) Smite For a maximum of one round and one attack after the casting, the caster has a +2 bonus to hit and +3 bonus to damage with the affected weapon. The spell allows the caster to strike creatures hit only by +2 or better magical weapons. If the attack misses, the spell is wasted.

B) Sparkle. The caster has a +1 bonus to attack and damage rolls with the affected weapon. This effects lasts for 5 rounds, plus 1 round for each experience level above 5th the caster has. The spell allows the caster to strike creatures hit only by +1 or better magical weapons.

When either version of the spell expires, the affected weapon must make a successful saving vs. crushing blow or be ruined. If there is 10 gp or more worth of silver in the weapon, its hilt, its decoration, the weapon receives a +2 bonus on the saving throw.

The material component is a pinch of sulfur, which is tossed upon the weapon.

Notes: Granted by the halfling god Arvoreen the Defender. (Updated from *DRAGON* Magazine.)

Spawn of Tiamat

(Alteration)

Sphere: Combat

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 9

Duration: 1 turn + 2 rds./level

Area of Effect: 1 dragon

Saving Throw: None

By means of this spell, a priest can cause any of Tiamat's spawn (defined as any chromatic dragon) to grow a second head and neck for the duration of the incantation.

The second head, identical in appearance to the original head, can bite once per round in addition to the dragon's normal attacks. Dragons cannot normally employ their breath weapon while making physical attacks, but by means of this spell, a dragon can employ its breath weapon with its second head while attacking physically or casting spells with the original head and body. Even under the effects of a *spawn of Tiamat* spell, a dragon cannot breathe more than once every three rounds total from both heads. The second head is nonintelligent and completely under the control of the dragon. It cannot be used to cast spells.

The second head and neck have the same Armor Class as the rest of the dragon. The head and neck both vanish at the end of the spell duration or if 20 or more points of damage are inflicted specifically on them. Damage specifically targeted to the second head and neck does not count toward total damage to the dragon, but if a dragon under the effects of *spawn of Tiamat* dies, the head and neck disappear. A dragon can only benefit from a single *spawn of Tiamat* spell at a time.

According to legend, the cult of Tiamat in Unther employed a 7th-level variant of this spell, *Lernaean spawn of Tiamat*, which imbued the second head with the properties exhibited by Lernaean hydrae. Also, some dragons who themselves worship Tiamat are reputedly able to cast a version of this spell using their draconic magic.

The material components are the priest's holy symbol and a pair of hydra scales.

Notes: Granted by the evil dragon god, Tiamat, to human worshippers.

Spawn Song — Giant

(Conjuration/Summoning)

Sphere: Animal

Level: 4

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: 240-yd. radius

Saving Throw: None



The shaman giants of the Silt Sea know a spell that can summon 2d6 silt spawn. It must be used carefully, because it does not make the creatures tame or placid. In fact, the summoning convinces the silt spawn that the priest is himself a meal that will satisfy their raging appetites.

The priest actually sings the spell while in contact with the silt. So long as the caster sings, the

spell calls to the silt spawn. The song only lasts 10 rounds, after which the spell is broken.

To make effective use of this spell, the priest works with spawn trappers. The priest is extremely vulnerable. The trappers must scoop up the silt spawn from the silt before they get too close to the shaman. Fortunately for the trappers, the silt spawn are oblivious to everything except the singing shaman.

If this spell is used to lure specific silt spawn, those creatures do get a saving throw vs. spell to ignore the spell. The 2d6 silt spawn drawn to the priest are assumed to be those that have failed their saving throw.

Notes: Rare spell known to the shamans of the giants of the Silt Sea in the DARK SUN setting.

Speak With Ancient Dead — Elf

(Necromancy)

Sphere: Divination

Level: 5

Range: 10 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special



This spell is a more potent version of the 3rd level priest spell *Speak With Dead* that allows the priest to speak with spirits who have long ago departed from the mortal world. Except as noted, this spell is otherwise identical to the more common version of the spell.

The priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they know in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

Notes: Granted by the elven deity Labelas Enoreth.

Caster's

Level of Experience	Max. Length of Time Dead	Time Questioned	No. of Questions
1-9	10 years	1 turn	4
10-11	100 years	2 turns	5
12-13	1,000 years	3 turns	6
14-17	10,000 years	1 hour	7
18+	Unlimited	1 day	Unlimited

Speak With Animals

(Alteration)

Sphere: Animal, Divination

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 1 animal within 30 ft.

Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded

normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). This spell differs from the *Speak With Monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Notes: Common for clerics and druids (PHB).

Speak With Astral Traveler

(Alteration)

Sphere: Astral

Level: 1

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

A spellcaster who uses the *astral spell* (such as the 7th-level priest spell) leaves his or her physical body in suspended animation while the astral body travels. By touching the comatose physical body and casting *Speak With Astral Traveler*, a priest can mentally communicate with the projected individual. Although communication is mental, it takes the same amount of time as a normal verbal dialogue. The spell ends abruptly when its duration expires.

Notes: Common for priests with access to the Astral sphere (ToM).

Speak With Avians — Elf

(Alteration)

Sphere: Animal, Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 avian within 30 ft.

Saving Throw: None

This spell empowers the priest to comprehend and communicate with any normal or giant avian that is not mindless. The priest is able to ask questions of and receive answers from the creature,

although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures, while the more stupid ones will make inane comments. If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from both the *Speak With Animals* and *Speak With Monsters* spells in that it allows conversation only with normal or giant nonfantastic avians such as cardinals, doves, jays, ravens, and so on.

Notes: Granted by the elven goddess Aerdrie Faenya.

Speak With Birds — Old Empire

(Alteration)

Sphere: Animal, Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 avian within a 30-ft. radius

Saving Throw: None

This spell empowers the priest to comprehend and communicate with any normal or giant avian that is not mindless. The priest is able to ask questions and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning birds; the more stupid ones will instead make inane comments. If the bird is friendly and of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM).

Notes: Granted by the Mulhorandi deity Thoth of the FORGOTTEN REALMS setting.

Speak With Dead

(Necromancy)

Sphere: Divination, Necromantic

Level: 3

Range: 1 yd.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

Upon casting a *Speak With Dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according

to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. The remains are not expended. This spell does not function under water.

Notes: Common for clerics (*PHB*).

Caster Level	Time Dead	Time Questioned	Number of Questions
to 7th	1 week	1 round	2
7th-8th	1 month	3 rounds	3
9th-12th	1 year	1 turn	4
13th-15th	10 years	2 turns	5
16th-20th	100 years	3 turns	6
21st and up	1,000 years	1 hour	7

Speak With Dead — Shukenja

(Necromantic)

Sphere: Divination, Necromantic

Level: 3

Range: 1 yd.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

The casting of this spell allows the shukenja to ask questions of a dead creature within a certain amount of time and receive answers according to the knowledge of that creature. The number of questions is dependent on level (as shown the table.)

The caster must be able to speak the language of the deceased creature. In addition, the dead tend to be brief, cryptic, and hold grudges against the living.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

Notes: Common for oriental priests; otherwise, very rare.

Shukenja's Maximum Level	Subject Dead	Time Questioned	Number of Questions
to 7th	1 week	1 round	2
7th to 8th	1 month	3 rounds	3
9th to 12th	1 year	1 turn	4
13th to 15th	10 years	2 turns	5
16th to 20th	100 years	3 turns	6
21st and up	1,000 years	1 hour	7

Speak With Dragonkind

(Alteration)

Sphere: Divination

Level: 6

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: None



When this spell is cast, the shukenja projects a special aura that can be detected and read only by a dragon (or a dragonlike creature such as a chimera, pseudo-dragon, fire Drake, dragonne, and so on). The aura allows the dragon to determine that the caster is not hostile and is interested only in conversation. Any number of dragons may view the caster, and the chance that any sufficiently motivated dragon may feel an urge to attack the caster while the spell is in effect is only 2% per Hit Die of the dragon. Even if this check is successful, most dragons will have no wish to attack the spell-caster if no real reason for such an attack exists.

The dragon may decide to speak for one of two reasons. First, the dragon might genuinely desire conversation. Second, any dragon who slays a spellcaster while this spell is in effect becomes known to the deity of the priest; that deity will always make a point afterward of arranging for vengeance to be dispensed by various adventurers, though the success of these attempts must be played out or determined randomly by the DM. The knowledge of this vengeance is made known to the dragon upon sighting the priest while this



spell is in effect, and few dragons are willing to risk a god's displeasure. The worst that a dragon will do to the spellcaster in most cases is merely ignore him or make vaguely threatening gestures.

The shukenja, too, is bound by certain considerations. This spell fails if cast by a priest who secretly plans to harm the dragon. If the caster or an ally within the area of effect shows hostile intent toward a dragon, the spell ends immediately and the dragon to whom the priest is will, if it chooses to attack, gain a +2 bonus to all attack and damage rolls in combat with the offenders and those aiding them. The dragon gains initiative on its first attack even if the offenders make the first moves, as the spell invokes a curse that gives the dragon the upper hand for the first round of melee. The phrase "hostile intent" includes any action that would harm or immobilize the dragon, as well as any attempt to spy on the dragon's lair prior to an attack or theft. Wise spellcasters avoid entering a dragon's lair, as the temptation of seeing the dragon's treasure hoard might move the caster to contemplate a "hostile" action—and thus invite doom.

Since this spell is actually cast upon the priest, the dragon receives no saving throw or magic resistance check. The dragon operates under its own free will and may decide to attack the caster once the spell's duration expires. The dragon is not

obliged to be truthful or helpful, nor is it compelled to reveal its secrets. However, even evil dragons are more inclined to bend or shade the truth rather than to lie, as this may prove to be far more effective a tactic in certain situations (for example, if asked for information on a nearby orc tribe, a red dragon might disguise the fact that the orcs give him treasure and sacrifices, and might offer misleading information as to its location and the composition of its forces). Divination spells can be used in conjunction with this spell to strengthen one's bargaining position.

Notes: Rare for oriental priests; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Speak With Monsters

(Alteration)

Sphere: All

Level: 6

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

When cast, the *Speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, and so on). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by your DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

Notes: Common for clerics and druids (*PHB*).

Speak With Plants

(Alteration)

Sphere: Plant

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: None

When cast, a *Speak With Plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (that is, not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures *entangled* by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components are a drop of water, a pinch of dung, and a flame.

Notes: Common for druids (PHB).

Speak With Sea Creatures

(Alteration)

Sphere: Animal, Divination

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 1 animal within 30 ft.

Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant sea creature that is not mindless. The priest is able to ask questions and receive answers of the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, there is a possibility that the animal will do some favor or service for the priest. This possibility is determined by the DM. This spell differs from the *Speak With Monsters* spell in that it allows conversation only with normal or giant, nonfantastic creatures such as whales, sharks, crabs, squid, dolphins, and so on.

Notes: Uncommon for Sea priests; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Speak With the Drowned Dead

(Necromancy)

Sphere: Divination, Elemental Water

Level: 3

Range: Special

Components: V, S

Casting Time: 6

Duration: Varies

Area of Effect: Special

Saving Throw: Special

Upon casting *Speak With the Drowned Dead*, the priest or another designated person within 3 yards of the priest is able to ask two questions of a creature who died by drowning who is called on by name. (Complete names are not necessary, although naming information sufficient to distinguish one individual from another is.) The body of the drowning victim need not be present. The answers are phrased in normal speech, not merely "yes" and "no" replies. Questioned creatures cannot lie, but they can be as misleading and evasive as possible within that constraint.

The awareness and memories of the drowned one end at death. Questioned creatures cannot know what events befell after they drowned and will say so if asked, wasting an answer.

Drowned creatures of different alignment than the caster or of higher level or Hit Dice than the caster's level receive a saving throw vs. spell. A drowned creature that succeeds at this saving throw can refuse to answer questions, ending the spell.

Notes: Granted by the evil sea goddess Umberlee of the FORGOTTEN REALMS setting.

Speak With Water

(Divination)

Sphere: Elemental Water

Level: 2

Range: Touch

Components: V, S

Casting Time: 4 rds.

Duration: 1 question/level

Area of Effect: Body of water

Saving Throw: None



Water, or the spirit that dwells within it, can speak to casters of this spell. It will know such things as what creatures drank from it last and what they looked like, where a particular fish is, or if a specific item lies at the bottom. It has no concept of names or time, and generally only remembers events that have occurred in the past week.

This is a good way of finding out how long a given water supply will last, or if it has been

enchanted or poisoned. The caster must be able to see the water to speak with it.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Spectral Manticore

(Illusion/Phantasm)

Sphere: Summoning

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 6 rds.

Area of Effect: Special

Saving Throw: None

This spell causes a ghostly manticore to appear and fight for the caster until banished (instantly, by the silent will of the caster), "slain," or the spell expires (in all three cases, the manticore speedily and silently fades away). This monster first appears out of the caster as it materializes, bounding away from his breast toward an opponent of his choosing.

The *spectral manticore* can attack only one opponent per round, but has the usual manticore abilities: THACO 13, 6+3 HD, initial round attack is a volley of 1d6 tail spikes with a 180-yard range, each spike inflicting 1d6 points of damage at a single opponent; then 3 attacks/round (a bite for 1d8 points of damage and two claw attacks for 1d3 points of damage), MV 12, Fly 18 (E). It has a leonine body with a spiky tail, bat wings, and a tusk-toothed human head with flowing mane and beard, but it is translucent and obviously an unnatural creature. Unlike a real manticore, it is absolutely silent, has a morale of 20, and is absolutely loyal to the caster. It cannot be *charmed* or magically controlled in any way, except through the caster's will. It has a real, tangible presence and can be ridden by the caster as a mount.

The material component is a tail spike from a manticore.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Spectral Senses

(Divination, Necromancy)

Sphere: Divination, Necromantic

Level: 1

Range: 30 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell establishes a sensory link between the priest and a skeleton or a zombie within the spell's range. This link allows the caster to see what the undead sees as if the priest were looking through the creature's eyes. The link also enables the priest to hear any sounds that occur in the vicinity of the undead being. The priest can hear and see exactly as if he or she were standing at the same location as the undead creature. The spell also allows the priest to issue simple commands via this link. The spell ends abruptly if either the caster or the undead creature moves out of range or is somehow moved to another plane.

Alternatively, the spell can be cast upon an (inanimate) corpse. In such a case, the spell transmits visual and auditory senses to the priest, but does not confer any ability to command or animate the body.

The material components are the priest's unholy symbol and a black, hooded cowl, which must be worn over the eyes and ears of the priest to benefit from the spell.

Notes: Restricted to necromancer-priests, common.

Spectral Stag

(Illusion/Phantasm)

Sphere: Summoning

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd.

Area of Effect: 1 or more creatures

Saving Throw: ½

This spell causes a ghostly staglike force to rush from the breast of the caster in a silent charge. It looks like a plume of smoke with two antlers and blazing red eyes. It appears silently and races toward an opponent chosen by the caster. If the chosen opponent cannot avoid it, the *spectral stag* races in a straight line for 30 yards (or until striking a wall or other solid obstacle) and then dissipates, doing damage to all creatures in its path. If the chosen target moves, the stag turns to follow it, dissipating after striking (or missing) the single foe.

A *spectral stag* attacks with a THACO two levels higher than its caster. Its attack is a single goring, battering strike inflicting 4d4+4 points of damage (save vs. spell for half damage). The stag moves on a level plane regardless of chasms, water, or broken ground, "running" on empty air if need be; it cannot be diverted by known magical barriers or controlling spells. (*Dispel magic* and

antimagic shell both destroy the stag on contact.) The strike of a *spectral stag* forces all items in possession of the subject to make saving throws vs. crushing blow.

The material component is a hoof, a piece of antler, or an intact bone from any sort of deer.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Speed Rot

(Abjuration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell is the opposite of the 3rd-level priest spell *slow rot*. The *speed rot* spell causes fruits, vegetables, and grains to immediately ripen and then rot into a putrid slime. It has no effect upon meat of any kind. Plants and plant-based creatures within the area of effect suffer 1d6 points of damage per level of the caster to a maximum of 10d6 points of damage.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low-level Minion of Moander could effectively ruin a farmer's stored grain or rot all the fruit on the trees in his orchard.

The material component is a bit of mold.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Speeding Trident

(Invocation/Evocation)

Sphere: Combat

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell brings into being a three-tined missile of temporarily hardened water, its piercing points hard enough to penetrate armor. It streaks straight at a chosen target creature, striking with the caster's THACO, and deals 4d4 points of damage (half that if a successful saving throw vs.

spell is made by the target) to any creature it hits. After striking or missing, the missile dissipates in a swiftly-scattering mist.

The material components are three drops of water and three arrowheads, dagger points, or metal wedges (they must be of a hard ferrous metal, but need not be tempered or ever been intended or used as weapons).

Notes: Granted by the evil sea goddess Umberlee of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Spell Drain — Savant

(Alteration)

Sphere: Thought

Level: 7

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 hr./level

Area of Effect: 1 spellcaster

Saving Throw: None

Through the use of this spell, the savant is able to drain and utilize the memory of a spell possessed by a spell-using creature. The savant, if aware of the spells known by the subject, can declare which spell is drained; otherwise, the most recently memorized of the subject's highest-level spells is drained. The savant cannot regain the 7th-level spell slot until the stolen spell is cast or the memory is lost.

Material components are also necessary if the spell normally requires them.

Notes: Restricted to savant-clerics. (Updated from *DRAGON Magazine*.)

Spell Immunity

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* at some time, then she can use *spell immunity* to provide protection from a *fireball*. Second, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component is the same as that of the spell to be protected against.

Notes: Common for clerics (*PHB*).

Spell Immunity — Shukenja

The *shukenja* version is identical, except for the material components, which are a pot of ink, a brush, and a white silk vest.

Spell Shield (of Mystra)

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 5 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell protects a single being against all magic in the following ways: The recipient receives a +3 bonus to all saving throws vs. spell; the recipient is rendered immune to all Illusion/Phantasm and Enchantment/Charm spells for the duration of the *spell shield* (previously existing magics of this sort are permanently broken by the shield), and the shield absorbs 1d2 points from each die of damage inflicted by any spell that does affect the shielded being.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Spell Ward, Azuth's

See Azuth's spell ward.

Spell Ward

(Abjuration)

Sphere: Protection

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 being

Saving Throw: None

This powerful magic confers upon the caster or a single living touched spell recipient complete personal immunity to one specific, named wizard spell of each level (for example, *lightning bolt*, not just any lightning spell), which must be determined during casting. In addition, a *spell ward* affords protection against any one form of damage of both natural and magical origin (typical forms are cold, electricity, fire, acid, rot, heat, energy drain, and poison). However, a *spell ward* cannot prevent the contraction of any disease.

Casters who use this spell on themselves can—at an immediate cost of 1d6 points of damage to themselves—transfer the protection of the ward to another being by touch. (Unaware or unwilling recipients require a successful attack on AC 10 to touch.) Such a transfer does not affect the duration of the ward; only the remaining time of protection is gained. No second transfer can be made, and a being who is not the spell's caster cannot transfer a *spell ward* to anyone. The ward does not work on automatons (such as golems) or undead creatures.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting.

Spellbind

(Alteration, Necromancy)

Sphere: Necromantic, Protection

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 being and one book

Saving Throw: None

This spell enables a caster who is touching a book of any sort and a living creature to cause book and being to be bound together. Any damage done to the book is suffered by the being by the same means. (For instance, if the book is put into flames, the spell recipient is burned, no matter how

distant from the book.) However, the linked being can vanish into the book whenever desired.

Materialization and dematerialization both take 1 round. While within the book, the bound being can see, hear, and speak normally, but cannot move things, including the book, nor feel or move its body, clothing, or any carried items. A being spellbound in a book cannot be seen by those examining it by nonmagical means. The spellbound being can read the surface thoughts of anyone reading or flipping through the book (akin to the 2nd-level wizard spell *ESP*) if it concentrates on doing so.

A spellbound being can freely leave the book it is linked to at any time unless other spells are cast upon the book to restrict this. While within the tome it need not rest, sleep, eat, or drink. All body processes, including healing, are suspended for the spellbound being while it is in the book.

A successful *dispel magic* cast by a spellcaster of at least 20th level destroys the binding between book and being without damaging either. Utter destruction of the book ends the spell and deals the being it was linked to 4d12 points of damage. The death of a spellbound being in turn forces an item saving throw vs. acid on the book to avoid its crumbling to dust forever. This disintegration takes three rounds and can be halted by a successful *dispel magic* spell, *limited wish*, or *wish* cast within this time.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting.

Spellsong* — Drow

(Alteration, Evocation)

Sphere: Creation

Level: 6

Range: Special

Components: V, S

Casting Time: 1 rd. or special

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell enables the caster, by song and supplication to Eilistraee, to cause one of several effects. If other priests of Eilistraee are present, then the options available to the caster increase. The caster and any other choral participants must be able to move about freely to dance and sing free of magical silencing. Priests of Eilistraee are trained to sing when in pain and may sing while dodging about in combat. Choral work by multiple priests involves a circular dance around the person to be aided, around a fire, or around some other focal point. Failing anything else, a longsword driven point down into the

ground or a tripod of sticks surmounted by the caster's holy symbol can be used.

The spell can perform one of the following functions:

- *Spellsong* can cause an effect equivalent to almost any desired priest spell of 4th level or less. The spell has its normal effect, range, duration saving throws, and so on but without the usual gestures or (most often) material components. Spells that require material components in excess of 100 gp value require another round of singing added to the casting time for each 100 gp or fraction of the material component's value. Spells that specify the material component cannot be eliminated or substituted for cannot be created with *spellson*.
 - Alternately, a *spellson* can be used to recall to memory and the immediate ability to cast any one spell cast by the *spellson*-caster earlier in the last 48 hours, not including spells cast from scrolls.
 - It can also, with different wording, bestow *spell immunity*. Any other priests of Eilistraee present can join in this song without using a spell themselves, adding their knowledge to the caster's. In this case, the immunity granted can be to any single spell that any member of the group has cast or experienced.
 - A differently worded *spellson* can heal 1d4+1 lost hit points to the caster or to any creature touched. Each additional singing priest who touches the injured creature while the *spellson* continues heals 1d4 more points of damage.
 - Seven or more priests of Eilistraee can work a *cure blindness*, *slow poison*, or *cure disease* instead of restoring hit points, if they will it so, and sing together.
 - Nine or more priests can work a *dispel magic*, *remove curse*, or *neutralize poison* spell. A *dispel magic* or *remove curse* spell functions at the level of the highest participating priest.
 - Twelve or more priests can work a *regenerate* or restore an experience level lost within the last day.
- Notes:** Granted by the drow goddess Eilistraee.

Spelltouch

(Enchantment)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 object

Saving Throw: None

This spell, cast on a nonliving item, allows any spell of 3rd level or less cast on it in the following round to remain dormant until the item touches a target creature. The item affected must be of less weight and volume than the caster.

The caster can specify what race and sex, or type (undead, summoned, living, avian, and so on) of creature will trigger or be affected by the second spell. The second spell is unleashed by contact between the item and the triggering creature. Any saving throw allowed by the stored spell are resolved normally. For example, a gem set into a throne could unleash a *fireball* spell when triggered by the touch of a guard. ("A living human male" or "female" can be specified, but not "a wizard" or "the king.")

During the casting, the caster can specify a single type of being as immune to the spell. An immune being will not trigger the stored spell and, if in the unleashed spell's area of effect, gains a +4 bonus to any saving throw the unleashed spell allows. An item can bear only one *spelltouch* effect or equivalent. The caster need not know or be able to cast the second spell; this may be done by another caster.

The material components of this spell are a pinch of powdered gemstone (of 200 gp value per level of the stored spell) and a pinch of the ash left by any fire created or augmented by a spell, combined with a drop of water and touched to the item during the casting. The components of the stored spell are also required. The item must be purified and magically prepared for the casting, a process that takes a full week per level of the stored spell.

Notes: Very rare spell from the FORGOTTEN REALMS setting. (Updated from *DRAGON* Magazine.)

Spellweb — Drow

(Evocation)

Sphere: Creation

Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: Neg. or ½

A *spellweb* is the drow priest equivalent of the 2nd-level wizard spell *web*. The spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The *spellweb* must be anchored to two or more solid and diametrically opposed points (such as floor

and ceiling or opposing walls), or the *spellweb* collapses on itself, and disappears.

A *spellweb* glows with an eerie green luminescence when forming; it fades to white as it dwindles in intensity. At the caster's option, the completed *spellweb* can be lightless, or can glow with a very faint pearly radiance, aiding creatures in locating it. Once this decision is made, it cannot be changed.

Priests of all levels can feel when any *spellweb* they have cast is disturbed, damaged, or expires. This tenuous linkage does not cause the priest any pain, nor can it be used by any known creature as a way of contacting or otherwise harming the caster. The caster cannot cause the *spellweb* to melt away before its duration expires until 9th level, whereupon the caster gains the ability to cause his *spellweb* to dissipate in 1 round, by utterance of a particular command word.

A *spellweb* covers a maximum area of 7,000 cubic feet (for example seven 10×10-foot cubes). Creatures caught within the area of a *spellweb*, or who subsequently touch its gluey fibers, become stuck fast. Anyone in the area of effect of a *spellweb* as it forms is allowed a saving throw vs. spell at a -2 penalty. If the saving throw succeeds, they have managed to jump free of the forming *spellweb* (if unable to do so, the web in their area is at half strength).

Engulfed creatures of less than 13 Strength are trapped until the spell wears off or they are freed by another creature. Creatures of 13 to 17 Strength can break through one foot of *spellweb* strands per round. Creatures of 18 or greater Strength can break through two feet of webs in a round. Creatures of Huge or larger size, and possessing strength and bulk normal for their size (for example, a giant slug), can brush through 10 feet of webs per round.

Missile fire is generally ineffective against creatures trapped in webs. Creatures stuck on the outside of a web are reduced to AC 10 (9 if they currently possess either Strength or Dexterity scores of over 15; 8 if both ability scores exceed 15).

Spellweb strands are readily flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire—such as a torch, flaming oil, or candle—sets a *spellweb* alight. It burns away in a single round, freeing trapped creatures amid much choking smoke (visibility is reduced enough to cause a -2 penalty to all attack rolls the round following the *spellweb*'s ignition). All creatures within or stuck to a flaming *spellweb* take 2d4 points of damage from the flames, before they are freed.

The material components are the priest's holy symbol, a crystal of any size and type (e.g. a

diamond or a tiny grain of sugar or salt will serve equally well), and a piece of spider web.

Notes: Rare spell granted by the gods of the drow.

Sphere of Adaptation

(Divination)

Sphere: Divination

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 24 hrs.

Area of Effect: 20-ft. globe around creature touched

Saving Throw: None

This spell allows creatures in the area to ignore gases affecting respiration, to breathe underwater, and even to exist in airless space for the duration of the spell. The effect is centered on and moves with the creature touched. It affects all creatures entering the area equally, allowing respiration to creatures that require it.

The material component is holy water.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine).

Sphere of Security

Quest spell, see appendix in Vol. 3.

Sphere of Survival

(Abjuration)

Sphere: Elemental (All), Protection

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 10-ft. radius sphere

Saving Throw: None



Sphere of survival creates a sphere of protection against one type of element, and breathable atmosphere for all within. It is intended to be used on the Inner Planes, allowing a small group of planewalkers to enter into and operate within a hostile environment safely. As such, this spell does not function on the Prime Material or any of the Outer Planes.

At the time of casting, the priest must specify which element the sphere protects against. Everyone within the area of effect of the spell is protected as by the *elemental protection* spell. Additionally,

the sphere provides all creatures within it with fresh air. The sphere passes through all elemental material unhindered, even if the medium is solid rock.

Obviously, this spell is a great boon to inner-planar travel. Only its high level keeps it from becoming more widely used.

The material component is the holy symbol of the caster.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Inner Planes.

Spider Bite — Drow

(Evocation)

Sphere: Combat

Level: 6

Range: 0

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: The caster

Saving Throw: None

Also known as *venom bite*, this spell confers the poisonous biting ability of a spider upon the caster. A successful attack roll is required to administer the poison, and the caster can bite only exposed or clothed flesh; armor cannot be bitten through. The number of times the bite has venom effects, and the power of those effects, depends on the caster's level.

Spider bite can be saved for hours or days after casting. However, a bite delivered, whether or not it is successful, expends one use of the magic. A bitten creature receives a saving throw vs. poison at a -3 penalty to avoid the effect.

For the entire time this spell is in effect, the caster is immune to poison. No more than two *spider bite* spells can be active on the caster at one time. A second spell increases the number of bites only, the effects are not otherwise cumulative.

Notes: Granted by the drow goddess Lolth.

SPIDER BITE TABLE

Level	Bites	Onset (Rds.)	Poison Effect Save/Fall
11-13:	1 bite	2d6	20 points/1d3 points
14-16:	1 bite	1d4+1	25 points/2d4 points
17-18:	1 bite	1d2	30 points/2d6 points
19-20:	2 bites	1d2	30 points/2d6 points
Over 20	2 bites	Immediate Death	

Spider Climb — Drow

(Alteration)

Sphere: Necromantic

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

The version of *spider climb* used by drow priestesses is a slight improvement over the widely-known wizard spell.

Bare hands and feet are required, and the affected creature moves at MV 9 (6 if at all encumbered). Movement is silent, unless loose rock, and so on is dislodged. Objects that weigh less than 1 pound will stick to the affected being's hands and feet for the spell duration, making certain types of spellcasting virtually impossible. The effect can be prematurely ended by the caster, by pronunciation of a word (if the affected being is not the caster, the caster must be within a range of 10 yards per level for the word to have any effect).

Sufficient force will tear a *spider climbing* being away from the surface clung to; the DM determines what occurs according to the situation.

No material component is required. If the caster is also the recipient of the spell, its duration can be (by silent will) stopped and started; that is, a climber who reaches a ledge can suppress the effect and sleep, cast other spells, and engage in other activities, activating the *spider climb* later in order to climb down.

This option is not available to creatures other than the caster. Such beings must be touched for the caster to transfer the magic to them. This can be done at any time during the life of the spell—that is the priest can *spider climb* for a time, touch another being and, by will, transfer the ability to that other being for the remaining time. A being unwilling to be affected is allowed a saving throw vs. spell to negate the effect (this ends the spell immediately).

Notes: Granted by the drow goddess Lolth.

Spider Summoning — Drow

(Conjuration/Summoning)

Sphere: Animal

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd. + 1 rd./level

Area of Effect: Summons 1d4 spiders/level

Saving Throw: None

This spell calls 1d4 large spiders (detailed in the *MONSTROUS MANUAL* tome) per level of the caster, to serve the priest. Only true arachnids can be summoned by this spell, not similar insect creatures or beings using magic to take arachnid form (such as Lolth or a wizard using *spider shape*). They appear within 100 feet of the caster, on the round of the casting, and obey the caster's command on the rounds thereafter. They have maximum hit points and poison reserves. They fight to the death for the caster with utter loyalty, following the caster's silent mental urgings as to targets, direction to move, and tasks to do. The caster can cast other spells without ending this spell's control. When the spell expires, surviving spiders disappear, returning whence they came.

The material component is a dried arachnid corpse.

Notes: Granted by the drow goddess Lolth.

Spider, Large: AC 8; MV 6, Wb 15; HD 1+1; #AT 1; THACO 19; Dmg 1; SA poison (save at +2, onset 15 min, dmg 15/0); Int Non-; AL N; SZ S (2' diam.); ML Fearless (19–20).

Spidereyes — Drow

(Alteration)

Sphere: Animal

Level: 1

Range: Special

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell enables a priest to temporarily see through the eyes of any living arachnid, which must be touched (unlike the wizard version of this spell, a priest requires no other material components). This spell does not give the caster any

direct mental contact with the spider, and does not confer any sort of control over the arachnid, or ability to learn its thoughts or emotions.

Most spiders have eight eyes (two compound, six simple) whose vision is not readily understandable to most intelligent races. The spell allows the caster to comprehend what the spider sees (with range, focal viewpoint, and usually infravision) as readily as the spider does. The range between spider and caster is limited only by the spell duration and the spider's travels, but the spell is broken if either spider or caster move to another plane of existence. The interposition of certain magical barriers, such as the border of a *minor globe of invulnerability* or any more powerful spell, between arachnid and caster will also end the spell.

Usually small, harmless spiders are employed by casters of this spell, to serve as spies where the caster dare not go—but often, frustratingly, a spider will not go or look where the caster wants it to, unless controlled or influenced by additional spells.

Sometimes, this spell is cast on a giant spider (the caster requires a successful attack roll if the spider is hostile and not surprised) to see through its eyes while battling it, so that the caster and companions can strike from areas that the arachnid cannot see.

Notes: Granted by the drow goddess Lolth.

Spiderform — Drow

(Alteration, Necromancy)

Sphere: Animal, Necromantic

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 2/target

Duration: 4 rds. + 1 rd./level

Area of Effect: 1 creature/level

Saving Throw: None

This spell enables a priest to turn one or more small living animals or arachnids into giant spiders.

Unlike normal giant spiders, the bite of these spiders requires a saving throw vs. spell, with failure resulting in the victim being *stunned* for one round (no actions), and *slowed* (as the 3rd-level wizard spell) for the rest of the spell duration.

Even an arachnid that is normally poisonous is transformed into a giant spider that bites for this effect. Transformed spiders do not spin webs, but can freely navigate existing webs, even those created by the *web* and *spellweb* spells.

If spellcasting is interrupted for any reason, or the arachnids already bear a magical dweomer (for example, they are other creatures *polymorphed* into spiders), the spell is ruined and the caster is *stunned* for 1 round.

If this spell is successfully used on any drow (magic resistance fails), the drow is temporarily transformed into a drider under the caster's control. The control is like a *charm* spell and lasts for 1 round per level of the caster. It is broken instantly if the drider is commanded to do anything contrary to its nature, the known wishes of Lolth, its superiors, or anything clearly fatal to itself. Transformation to and from drider-form takes 1 round, during which time the drider can take no action, and occurs when the spell ends, or upon command of the caster. The affected drow usually (unless Lolth desires otherwise) remembers nothing of its time and actions as a drider.

The material component is a spider of any type small enough to be held in the caster's hand.

Notes: Granted by the drow goddess Lolth.

Giant Spider: AC 4; MV 3; Web 12; HD 4+4; #AT 1; THACO 15; Dmg 1d8 + special (bite); SA leap 6 horizontally and 12 vertically, save vs. spell or *stunned* 1 round and *slowed*; Int low (5-7); AL N; SZ S; ML fearless (19-20).

Drider: AC 3; MV 12; THACO 13; #AT 1; Dmg 1d4 (bite); SA Save vs. poison at -2 or be paralyzed for 1d2 turns.

Notes: The drider retains its own spells, hit points, and intellect.

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